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Complete guide to PD libraries

COMMODORE FORMAT

If you've got a C64 then get this

CHECK THIS OUT

ON THIS MONTH'S BULGING TAPE...

CARNAGE
TOP SPEED BLAST'N'RACE ACTION

MAYHEM MEGA MIX
THE BEST MUSIC YOU'LL EVER HEAR ON A C64

PLUS
THE TECHIE TIPS COLLECTION

GROOVE IT

DISCOVER HOW TO MAKE BEAUTIFUL MUSIC. THE MEN WHO WROTE MAYHEM IN MONSTERLAND SHOW YOU THE WAY
PAGE 26

This magazine comes with a tape. When you buy it it should be here . If it isn't it's probably being held for blackmail purposes by political activists. Don't give in. Just ask your newsagent for a replacement.

Tape to disk
SMART!
Turn to p.7.

GAMES EXPLOSION
4 new games reviewed. And there are tons more on the way.

Future PUBLISHING
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I miss them already. Not. Good riddance to the lot of them I say.

9 770960 516033 05

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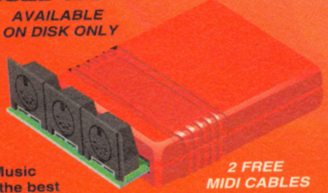

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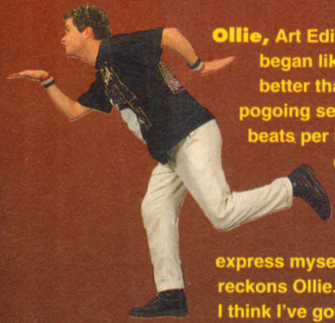
CONT

CF crew Groove on down

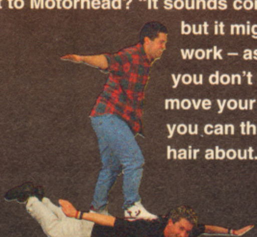
The *Mayhem Mega Mix* on this month's covertape has had a curious effect on the crew. So did those kebabs we had from Stavros' down the road, actually, but after we'd got over them nothing could stop us groovin' to the sounds emanating from the '64. Er, nothing, that is, apart from everybody in the next office laughing at us...

Dave Golder, editor since this issue, is a bit of an indie kid at heart, but has grown through the shoe-gazing stage (he kept bumping into walls) and now favours the arthritic-spider-receiving-ECT-treatment approach favoured by Jarvis Cocker of Pulp and Tim Boothe of James. Bystanders beware.



Ollie, Art Editor since time began likes nothing better than a decent pogoing sesh to a 300 beats per minute punk classic. In fact he knows no other way to dance. "I like to express myself in dance," reckons Ollie. "Unfortunately, I think I've got a bit of a limited vocabulary." So what is it that he's trying to express exactly? "You know, I'm not entirely sure, but it's probably not printable anyway."

Simon Forrester, Hairy Happening since nobody else wanted to be, was born to be a headbanger – in other words he can't actually dance. But he also reckons headbanging is incredibly good fun and the only way you can 'dance' to heavy metal "You can't bop to thrash and jiving just doesn't cut it," according to Hairy One. But how about a quick minuet to Motorhead? "It sounds controversial but it might just work – as long as you don't have to move your feet and you can thrash your hair about."



DAVE'S BACK

"The time has come, but the moment has been prepared for." So said the immortal Tom Baker in the *Doctor Who* story *Logopolis* as he handed the role over to Peter Davison. And, indeed, the time has come on *CF* as Hutch hands over the editorship to me, Dave Golder.

But I'm no newie to the mag. I've been here before. Some of you might remember my stint on the mag (in which case you'll be used to gratuitous *Doctor Who* references). I was the production editor on the mag a while back.

Anyway, I aim to make sure that *Commodore Format* continues to be the best magazine it could possibly be – just because there's no competition now doesn't mean that we're going to rest on our laurels.

We're here to make sure that you get the most of your C64 by providing the best-quality game coverage and serious features you could hope to read.

Be seeing you. **Dave**

GAMES EXPLOSION

13 CAPTAIN STEM'S DATAFILE

Stem emerges from the space/time vortex with news of all the latest C64 game releases and also offers us his wisdom on Mayhem's future ventures and computer jargon.

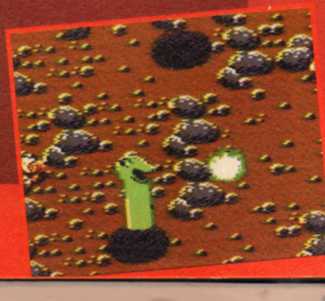
14 REVIEW: PENGUIN TOWER

Beware the Revenge of the Killer Penguins! It's *Batman 2* meets *Bug Bomber* in a frantic blasterama.

It's a Corker!

16 REVIEWS: ARCHETYPE/COPS 3

Two vertically scrolling shoot-'em-ups for the price of one. But are either of them any good?



18 REVIEW: TIME CRYSTAL

Journey to the land of large, gaudily-coloured geometric shapes as Simon reviews the latest Freescaped game.

19 PREVIEWS

Psytroniks seem to be going for the world record in speed releasing new games. We take a look at some of the software they're going to be releasing in the next few months.

20 REVIEWS: PD FORMAT

Three text adventures get the Powertest treatment. Plus a guide to C64 PD libraries

22 CLASSIC REVIEWS: EDOS

The best that EDOS has got to offer.

23 GAME DIARY: 10TH DAN

Is *10th Dan* going to do for beat-'em-ups what *Mayhem* did for platformers? In the first of a new series co-author Jon Wells tells us what he hopes to achieve with the game.

38 GAMEBUSTERS

Maps for *Mayhem, Future Knight* and *Nobby The Aardvark*, plus loads of other hits and tips.

50 THINGS TO COME

What's coming next month in *CF* plus even MORE games news.

TENTS

26 GROOVE IT

Not only have the Rowlands Boyz written some of the best games ever seen on the C64 (*Mayhem, Creatures 1 and 2, Retrograde*) but they've also produced some of the coolest, hippest, hap'nin'est sounds ever to come out of a computer. And they're here to give away some of their sonic secrets so that you can have a stab at producing your own melodic masterpieces. You don't need to be a musical prodigy to create superb C64 symphonies so discover what the Boyz have got to say about computer composition.

OTHER BITS

6 THE POWER PACK

What to do with that plastic thing that was Sellotaped© to the front of the magazine

8 SNIPPETS

Here is the news. Er, well, not here, exactly. It's on page eight, actually. See you there.

9 CHARTS

So what were the best-selling C64 games last month? I bet *SF2*'s in there somewhere.

10 THE MIGHTY BRAIN

Why do people write in to be insulted by him? Are you all gluttons for punishment?

25 BINARY ZONE UTILITIES TAPE

How many utilities can you fit on one tape? Over the Severn Bridge. Er, hang on…

28 DEAD EASY SCROLLS

Sensational scroll shocker exclusive! The innermost secrets of eight-way scrolling revealed.

30 SECRET OF SEUCKCESS

Please, please, please take heed of Jon Well's advice. If we get another completely duff *SEUCK* game arriving in the office we'll hire a hitman.

31 BOOK REVIEWS

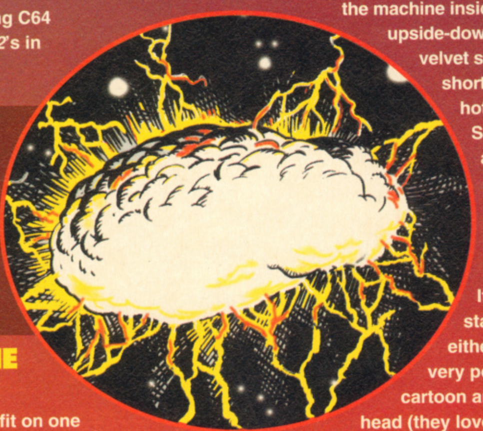
A *Radio Times* for on-line services and a book on computer crime get scrutinised.

32 BUY-A-RAMA

And Sell-A-Rama, Pen-Pal-A-Rama, User-Group-A-Rama and, indeed, Fanzine-A-Rama.

33 TECHIE TIPS

No-one knows the C64 like Jason Finch. He knows the machine inside-out, back-to-front, upside-down and dressed in a velvet smoking jacket shortly after a steaming hot orange juice bath. So who better to answer your techie queries?



37 SURGERY

If you want to see stars during the day either a) take part in a very poor Hannah Barbera cartoon and get hit on the head (they love jokes like that) or b) listen to the Prof's advice.

49 BACK ISSUES

From where you can purchase Back Issues of this fine magazine. You know it makes sense.

If music be the food of love play on, but when you've finished playing Carnage you can sit back and listen to the music…

COMMODORE FORMAT
FULL GAME
CARNAGE
POWER PACK
PLUS
TECHIE TIPS
MAYHEM MEGAMIX

POWERPACK PAGES

CARNAGE

It's a demolition derby with a difference – the cars are armed! Yes, it's the ultimate cathartic experience for anyone who's been stuck in a traffic jam on the M25 for half the week – blow those other cars off the road and bomb along at completely illegal speeds.

COMMODORE 64/128
CARNAGE
ZEPPELIN GAMES

MAYHEM MEGA MIX

Now That's What I Call Computer Music Volume One – a cool collection of the hottest sounds from those top Apex games. Listen to the music while you read the feature on page 26.

TECHIE TIPS

All this month's Techie Tips routines lovingly collated for your personal use. Y'know, we really are too good to you.

SCROLL CODE

More interactive-type stuff, this time to accompany the *Dead Easy Scrolls* feature which concludes on page 28.

TURN THE PAGE FOR FULL DETAILS ON THIS MONTH'S COVERTAPE ➤

Music and cars, what more could you want from life? And this month's covertape has got both. So wham it in your datassette and get it loaded up. You know it makes sense.

POWER PACK

44

COMMODORE FORMAT
FULL GAME
CARNAGE
POWER PACK
PLUS
TECHIE TIPS
MAYHEM MEGAMIX

MAYHEM MEGA MUSIC MIX

If you ever actually bother to read these bits of paper attached to the back of your tape each month, you'll find some really interesting features, quite a few of them written by those top programming dudes the Apex Boyz. There's another one this month all about writing music for your C64. To accompany the feature, we've got the *Mayhem Mega Music Mix Part 1* on the beginning of side two of the Power Pack, which you really should have a listen to (and take a look at – these Boyz don't do things by halves, you know).

This program acts almost like a mini CD player, with the four function keys acting as a game-tune selector, f7 bringing up an information screen. For each of the games, there will be a list of tunes and musical effects which will be displayed above the landscape.

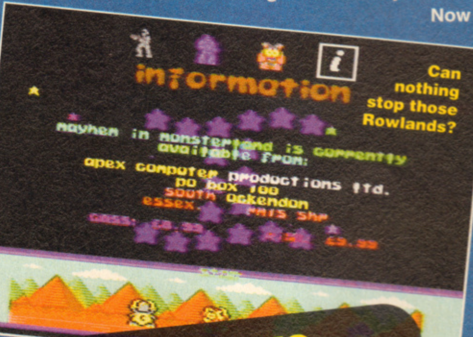
Pressing the letter corresponding to the tune will set it playing – so sit back and enjoy some of the best games music you're ever likely to hear.

Now for a quick look at what really interesting landscape at the bottom of the screen is all about. Moving the joystick left or right will move Mayhem over to the different monsters. When you press fire to make Mayhem jump on them you activate various functions such as continuous play (which cycles through every single tune one by one), stop (stop), play (play), pause (pause) (this is getting a bit predictable, isn't it?) and finally random play (which plays the tracks at random).

What more can I say? Have fun, and thanks to the Apex Boyz (or Digital Graffiti as they're now known) for producing another slice of top C64 software. Oh yeah, and don't forget that part two of the *Mega Mix* will be on next month's Power Pack.

mc mayhem's
mega music mix
featuring the monsterland

I bet you never thought a music demo could look so good.


information
mayhem in monsterland is currently available from:
apex computer productions ltd.
po box 100
south ockendon
essex. rm15 5hp
cass: £8.99 [illegible] £9.99

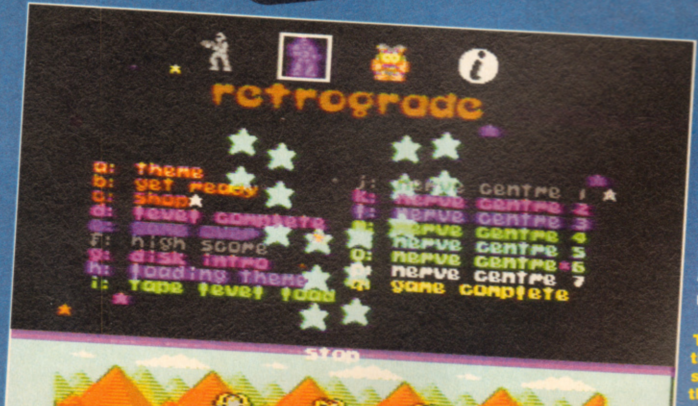
Can nothing stop those Rowlands?

QUICKSTART INFO

Side Two • Tape Count 000 • Joystick port 2

LEFT	Move cursor left.
RIGHT	Move cursor right.
FIRE	Select.

Other Info You select the various functions by moving Mayhem over the monsters at the bottom of the screen. It's got to be one of the best-looking control systems we've ever seen.


retrograde
a: theme
b: get ready
c: shop
d: level complete
e: [illegible]
f: high score
g: disk intro
h: loading theme
i: tape level load
j: nerve centre 1
k: nerve centre 2
l: nerve centre 3
m: nerve centre 4
n: nerve centre 5
o: nerve centre 6
p: nerve centre 7
q: game complete
stop

This is just part one of the Mega Mix. Like all singles these days, there's a Part 2 coming out next month. Marketing ploys, eh?

NO LOAD ZONE

SIDE 2
CF
POWERPACK
tape

If you're having a hard time loading this month's Power Pack then plonk the duff tape in a jiffy bag, slip in an SAE,

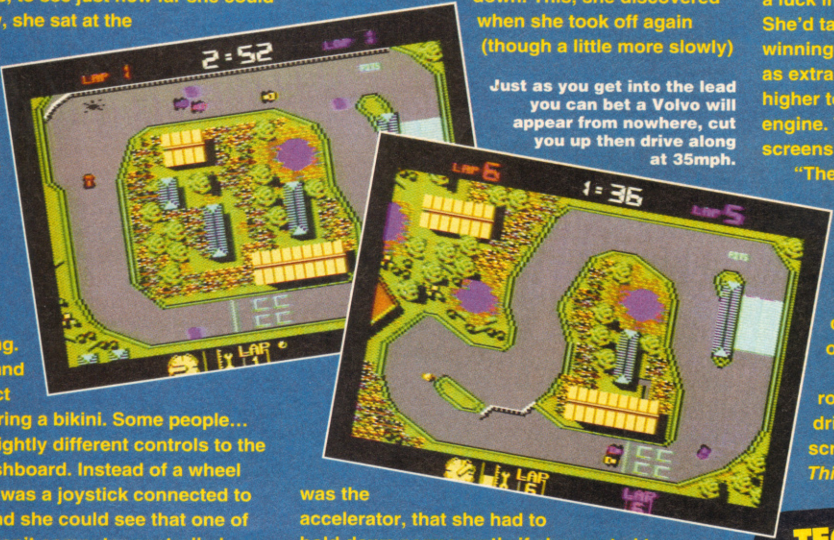
CARNAGE

FULL GAME

Carnage – that's a pun. 'Car'-nage – geddit? Oh never mind

Gripping the wheel, his knuckles went white with desire. The wheels of his Mustang exploded on the track like a slug from a .45 – truth, death, maximum performance, 400 horsepower, piercing the night. This is *Carnage*.

Alternatively, CF's ex-arty person and recent driving test success story Lisa woke up one morning (or did she?) and decided it might be fun to take her brand new shiny yellow Beetle down to the tracks, to see just how far she could push it. Hesitantly, she sat at the start line, a four-track race ahead of her. As the lights turned green, the bimbo in the bikini threw a flag around, only to be submerged in a cloud of smoke which she stumbled out of, dizzy and coughing. It started to rain, and she cursed the fact she was only wearing a bikini. Some people...



Just as you get into the lead you can bet a Volvo will appear from nowhere, cut you up then drive along at 35mph.

Her car had slightly different controls to the normal Beetle dashboard. Instead of a wheel and pedals, there was a joystick connected to port 2 of a C64, and she could see that one of her opponents wasn't computer controlled either. Iron Balls McGinty sat with his joystick plugged into port 1 of his heavily stylised C64, with flaming fire effects over the keyboard.

As soon as the race began, Lisa streaked forward, smashing into the corner barrier – she'd pushed the joystick forward, and this had powered up the nitro boost, wasting her only sudden burst of speed throughout that whole course. The car didn't sustain too much damaged, but there was quite a bit of smoke, and that was never a good sign. She made a mental note to drive through the automatic pit section when she got to that side of the track.

Turning her car around, using the left and right joystick controls, she hit fire, and held it down. This, she discovered when she took off again (though a little more slowly) was the accelerator, that she had to hold down permanently if she wanted to keep moving. The other three racers, having been a little more confident at seeing the mysterious newcomer smash straight into a wall, panicked slightly when the little yellow Volkswagen streaked past them – the mad giggling they could hear over the noise of Lisa's engine didn't do much to calm their nerves, either.

After four laps, the race was over. The other racers had lost sight of Lisa, but they could still hear the giggling, and the mad little squeaks of a woman possessed. In fact, they only got another glimpse of her when they pulled up to the finish line, and saw her standing with a mug of tea. "Alright, lovers?" she said, and jumped back into her funky roadster. She drove off to find the second track.

After she'd completed track three, it was fairly obvious that no-one else was going to get a luck in when it came to winning the trophy. She'd taken the opportunity to spend her winnings on various additions to her car, such as extra nitros, a better acceleration system, a higher top speed and an altogether better engine. These she bought from the option screens that came up after each race.

"There's nothing like a day at the races" she mused in the office next day, when she'd popped in to visit her old friends at *Commodore Format*. They didn't quite know what she was going on about, but she was probably daydreaming about this, that, and the other again, they concluded.

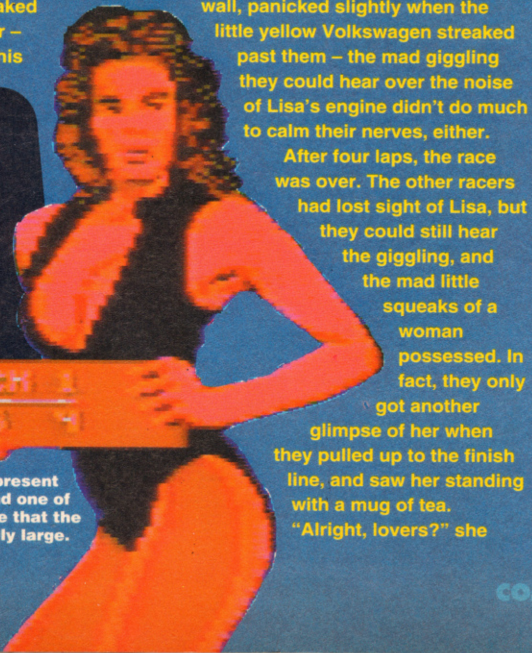
Finally, nothing moved. Black thunder rolled down the pitted asphalt drive. A concrete fascination, scraping the edge – of nothing. *This is Carnage*.

QUICKSTART INFO

Side One • Tape Count 000 • Joystick port 2

UP	Nitro.
LEFT	Left.
RIGHT	Right.
DOWN	Brake.
FIRE	Accelerate.

Other Info Make sure that you make good use of the pits and shop wisely.



It's a strange fact of life that when you present Ollie with loads of grabs of cars and one of scantily-clad woman, he'll make sure that the scantily-clad woman gets blown up really large.

TECHIE TIPS & SCROLLY STUFF

Hey, we're really into interactive covertape stuff this month. All the programs from Techie Tips plus the scroll code to go with the feature on page 28 can be found on side two of the Power Pack.

Tape to disk

If you're lucky enough to own a disk drive and want to use it as well as admire it, then you can get hold of this month's Power Pack on disk. Simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em in an envelope with a cheque or postal order, made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to:

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Ablex Audio Video Ltd.
Harcourt Halesfield 14
Telford
Shrops. TF7 4QD.

SNIPPETS

A lot of people don't know what's going on in the world of the C64 this month. On your marks, get set, laugh at them.

FUTURE COMPUTING '94

Did you go to the FES2 last year? If you did, you'll have had a positively wonderful time immersing yourself in the forefront of gaming technology for three whole days (or failing that trying to get on telly). If you did, you'll know exactly how much fun you can have at a Future show.

This year things are going to be different. As the consoles are trodden into the dust, we're staging the Future Computing '94 show, packed to the brim with goodies of all kinds, demonstrations of the most advanced technology to date, multimedia, virtual reality (there always is, isn't there?) and just about anything else you could want from a computing show.

It'll be taking place over the Autumn half term holiday, 26th-30th October. More details as soon as our bosses work them out.

DTBS RESURRECTED

Just a short note to say that when we told you DTBS had closed, we were lying. There. That's short enough, isn't it? Dave tells me that I could at least print their phone number while I'm about it. He's right, I could (*that's 0706 715028, or 0706 524304, folks, and sorry about any inconvenience caused – Dave*).

NEW RELEASES FROM PSYTRONIK

Okay, so I couldn't think of any decent puns for the title, but the news is good, even if the writer isn't. Psytronik Software have several releases coming soon, namely *Archetype*, *Cops 3* (reviewed this issue), *The Last Amazon* and *Psyko Zone*.

As if this little bundle wasn't enough, they've also got six more titles in development, namely *Last Amazon 2* (so the original was *The Penultimate Amazon*, then?), *Trojahn*, *Flight Of The Albatross* (sounds like a text adventure to me), *Cops Fight Back*, *Insectophobia* and *Cosmic Combat*.

Will they ever stop? Nope. A little further along the assembly line are *Everwar*, *Fighting Cops* and *Project Argus*. So anyone who says the C64 is dead can think again.

WHAT'S GOING ON?

Good question. At last count, we've got news of 24 imminent releases from new, old and definitely enthusiastic software houses, and this is supposed to be a dying machine? Oh, and those 24 don't include the games reviewed this ish – don't give up on your C64 just yet – things are going to get very interesting over the forthcoming months, and we'll be here to keep you informed about all the latest developments..

TAKEOVER BID

Guild Adventure Software has just been taken over by Binary Zone PD, shock! Our on-the-spot reporter tells us that as opposed to Guild Adventure Software selling Guild adventure software, Binary Zone will now be selling it instead. Binary Zone PD, you see, have just taken over Guild, who produce PD adventure software, yes. I love doing the news. Anyway, Binary Zone, and not Guild, because there's no point writing to them, can be contacted at 34 Portland Road, Droitwich, Worcs WR9 7QW. This, of course, leads onto one vital question – is there actually any single thing Binary Zone aren't doing these days?

Looks like an excerpt from *Hungry Like The Wolf* to me.

A DIFFERENT KIND OF DIRECTORY

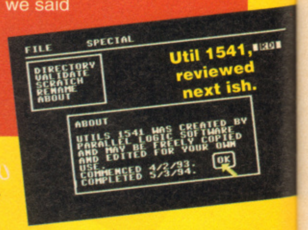
A lot of the calls we get to the *CF* office are people wanting the phone numbers for Joe Bloggs' software company, Bill Smith's mail order firm or Jimmy Wotsit's PD library. While we're happy to give out phone numbers to people, we've decided to start up a little system whereby we print a full, up-to-date contact list every month which everyone can refer to easily. So, if you'd like to be included in the definitive C64 phone book, send details of your company, PD library, fanzine, programming team, etc, marked CF Directory, to *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. For the sake of our own peace, we'll definitely be printing the number for Commodore UK, so you can stop ringing us for that one.

PARALLEL LOGIC

They view the hyper intelligent duck as a Godsend.

The boys at Parallel Logic have announced that their forthcoming windows-style package for the C64, *Util 1541* will be disk-only and non-copyrighted. We'll be reviewing it next issue.

The company also have six games penned in for release during 1994 (we weren't kidding when we said there was a games explosion on the cover) so keep watching this space.



```
ABOUT
UTILS 1541 WAS CREATED BY
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AND EDITED FOR YOUR OWN
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COMMENCED 4/2/93.
COMPLETED 5/3/94.
```

Util 1541, reviewed next ish.

"SUPPORT THE 8-BITS"

Wow – it's the motto of Ultra Software, a mail order firm that's devoted to keeping the C64 alive. Richard Taylor, the proprietor of the firm, is interested in marketing anyone's software so, if you've written anything of late that you'd like to sell, contact Ultra at Fulling Mill, Broughton, Banbury, Oxon, OX15 6AP.

You can call (0295) 730060 for a full product list, by the way.

FLASHBACK? SURELY NOT?

You might not have believed that my all-time favourite game, *Flashback*, may soon be available for the C64. Or something very similar to it, anyway. The people at Electric Boys PD reckon that they're definitely up to the job. We hope they are.

They have also announced plans to develop a C64 bulletin board. As well as this, they've told us that they are soon to be selling cheap disc drives, huge hard drives (which apparently come from the US) and loads more originally-written games.

We'll give you full information next month, but for now, if you'd like to buy an incredibly cheap, incredibly fast modem and pipe the very best in high-quality software down your phone line, you can't. You'll just have to cross your legs 'til next month, won't you?

CHARTS

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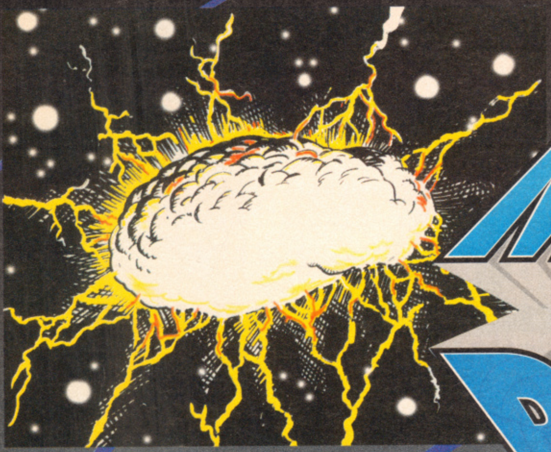


THE MIGHTY BRAIN

If knowledge is power then the Mighty Brain must be an 300,000,000 megaton nuclear warhead. Quite why he settles for a wage of £3.27 a month plus an annual subscription to Caravan Plus for answer your letters is a complete mystery, though.

WHAT?

Hello, you cerberal blob of mental tissue, I hope you won't mind answering a few questions, and replying to one statement.

1 Where is *Nigel Mansell's Formula One Grand Prix* game? It's a bit late, isn't it?

2 What happened to the *Atomic Robo-Kid* game by Activision, reviewed in issue three? Has it been released? If not, then why not?

3 Thanks for the Ultimate Shoot-'Em-Up feature in issue 32. However, can you explain how *Armalyte*, released in 1988, is the sequel to *Delta*, which was released in December 1990?

4 I have a complaint about you! You don't always answer peoples' questions correctly, for example: i) issue 30, Joking Apart, question two, you didn't even bother to answer the question asked, ii) issue 31, Thin Glue Line, question four, Lee asked if you could print a map of the game, not a picture of the cassette. Is that enough?

There are more, you know. Now explain yourself to Ed, and hope he doesn't sack you.

Name and address withheld, as TMB wanted to hire an assassin

4 I take exception to this one, you grubby little oik. You know nothing of the secrets of the universe, the thoughts of a pan-dimensional intellect, or the beauty of quantum mechanics, and you dare to question me? Unlike you I not only know that owing to chaos motion a butterfly beating its wings in Korea can cause a tornado in California, but that Mrs Thelma Schpiedelbaum of 1735 Palm Grove, LA, will forget to bring her dog in from the porch during said storm and will, on opening the door in the morning, find herself standing in a pile of Korean take-away that's been carefully tied to her EZ sunbed with a dog leash. As an encore, I can exclusively reveal the US Army's mission to Korea for "total annihilisation of butterfly population".

I, a being of the greatest intellect since God, if he existed (I've worked it out, but I don't see why I should let you copy my answers), offer you divine wisdom and knowledge of everything in this world and the next (nearly let on about the God thing, then, or did I?), and you dare to question me? If anyone else is thinking of pushing their luck, they'd better think twice, because they'd be offending the most advanced entity ever to have lived. Besides, I'd give them such a pinch. **TMB**

QUICK QUERY

Hello, it's me again from issue 20 something-or-other. I have a few questions to ask you.

1 Do you know of a game called *Alter-Ego*, released in the mid-80s?

2 Could you please tell me from where *GEOS 2.0* is available?

3 How about some more sports games on your Powerpack, hmm?

4 What is 2236234578x84888305250858?

Anyway, that's enough questions for now, because I would like to talk (in writing) to you.

I think the eight-bit era is coming to an end… NOT! Consoles are toyish pieces of wasted plastic and electronic innards, yet still people will not stop buying them. Why? Here's my feeble answer. People are attracted to these things by stunning graphics and great sound; they expect great gameplay.

That is where I come to my talking point. They get very easy, short-lasting gameplay, expensive carts and, in plain English, a waste of a good £50. We eight-bitters get okay graphics, not bad sound, games that could last months and brilliant fun with most games.

Also, with the *GEOS 2.0* disk, disk users (like moi) can do almost everything console users can't. Even tape users (like moi) can use *Mini Office 1 & 2* to do word processing, charts, spreadsheets, etc. Can you do that with a SNES? Noooo.

And so my conclusion is this – long live us eight-bitters (*hear, hear – TMB*).

Ewan MacDonald, Renfrewshire

1 Yes I do.

2 I could, but I'm still wound up by that last creep.

3 Why do you bother me with such trivial things as the covertape? Don't you people care about these few bits of paper sellotaped onto the back of your tape each month?

JOLLY ROGER

If software piracy is such a problem, helping to account for the increase in computer games prices, why isn't more being done to curb it? ELSPA appears to have been very quiet these past few months. Is it any wonder that the problem is getting worse?

I understand that it is difficult to prevent piracy, but keeping quiet and subsidising losses through a higher priced game is not the solution. If anything, ELSPA is proving to pirates everywhere what an inadequate anti-piracy system is in operation in this country. Surely if games were cheaper, then people would have no cause to turn to pirates for games, since they could buy the high quality original cheap enough. Pirates would then not be a threat.

Nicholas Wimbledon, Hadleigh

Well you know that, and I know that, but the software industry will insist on making money, won't it? It had to keep game prices high originally to withstand the loss of profits owing to piracy (or so it claims), so the blame is firmly in the lap of the pirates. It's just a pity that cartridges are so highly priced, even though only a handful of people have the means to copy them.

You might be interested to know that *CF's* sister mag, *Amstrad Action*, recently interviewed the top eight-bit software companies for their views on piracy, and they all seemed relatively laid back as far a backing-up goes (so we can all breath easy), but obviously put their collective foot down at piracy (quite rightly), even though many of their titles are now unavailable, and so they couldn't make profits from their titles with or without piracy.

Pirates are breaking the law and ripping people off, basically, and they are definitely a major contributing factor to the decline of the C64 games market, but making games cheaper would not wipe them out. While the means exist, some people will always prefer to get a game for free by having it copied rather than pay however small an amount. **TMB**

4 More to the point, what's (20^146)*4? When you work it out, you'll see that it's the odds to one against of throwing together a DNA sample at random and it being an exact match with your own. That's far more important than some randomly picked numbers, isn't it? The answer to your original question was roughly 1.90E+23. **TMB**

MR DESTRUCTO

I am writing to you to ask you a few important questions – please note, my typewriter is going bust (*broken typewriter noted – TMB*).

Unos – My *GAC* (*Graphic Adventure Creator*) recently went bust. When I tried to get it replaced, I had it sent back (from Ablex) with a note proclaiming that the product was 'out of stock'. If this is truly the case, how can I lay my drooling tentacles upon another copy?

Duos – Why have you changed the power rating box? It was better the way it was! You have said before that it was the best, clearest ratings box available!

Treglle – Please excuse my Spanish numbering, my typewriter's busted.

Kinko – You are going to put a demo of *Mayhem in Monsterland* on a future Powerpack, aren't you?!

Spanish for 5 – Why don't you call the cover tape 'Da Powa Pack'?

See-ez – Could you put *The Hitchhikers' Guide to the Galaxy* (the legendary adventure game) on da Powa Pak?

Onki – You mist owt the address for *Midnight Residence* in the budjit secshun. Preese, preese, etc ... tell me how to bie a coppi!

Da Lemmin Boyzz!

PS Me C64's bust azwell!

PPS But uzz Lemmons can figs it!

PPPS Wie iznut the eggsellant *Llemins* on this munf's Powa Pakk?!

I've decided to renumber your questions for the mentally less agile readers.

1 Keep an eye on Buy-A-Rama (that's turning into my catchphrase).

2 But like all good things, to remain the same, it has to change.

3 As was your copy of *GAC*, I recall.

4 We already did one (*CF*37) – are you telling me that you missed an issue? Tut, tut.

5 Because then we'd look very stupid indeed, wouldn't we?

6 We can try, as long as you promise to call it by its proper name.

7 Not until you promise to start using a dictionary as something other than a door stop.

PS Is everything you own in ruins? Did an H-bomb land on your house or something?

PPS Somehow I doubt you've got the mental capacity to open a tin of beans, and I'm still amazed you've mastered the complexities of an envelope.

PPPS Because it's only just been commercially released. Give us a chance. **TMB**

PERFECTION

LETTER
of the
MONTH

Life is not quite a heap of maggot-infested excrement. To this end I decided to counter-balance my letter if *CF*40 and write in about all things *Commodore Format*. Thus...

1 Considering what your average Amiga owner gets for his money magazine-wise, I'd say *CF* was good value. The C64 is less popular than other formats – it figures that the magazine should cost more than other format's mags. Yet it compares well.

2 Point taken about *Mayhem In Monsterland*. Given the Apex track record, it was highly unlikely the game would be rubbish. However, simply because the C64 is (regrettably) declining, it does not mean you should lash out with 100 per cent. Agree to disagree, I suppose.

Presumably nowadays all the *CF* team get to see and play new games as they are so thin on the ground. Hence the *MIM* did not get an unfair spread of reviewers, and the review was not as corrupt as I made it sound.

3 I am amongst those spear-heading the 'Frames Has Rights' campaign. If he is not released soon, I shall eat all the chocolate limes in Bath. You have been warned.

4 Is it true that Teletext's *Digitizer*'s Man With A Long Chin has strong connections with Future Publishing? Can we have a picture please?

R Jackson, Lancashire

1 Your average Amiga owner doesn't get much for his money, does he? Though there are always disks bundled with these mags, they don't give away full games, as various official bodies get angry when they do.

2 What's the point of a rating system with unattainable marks? We honestly believe that there will never be a game on the C64 to top *Mayhem*, so if that doesn't mean it deserves 100 per cent I don't know what does.

3 Nobody on the crew actually feels all that strongly about chocolate limes, so eat away all you like – you'll need a serious diet plan when I tell you that Roger's just been thrown into a cell on death row (me and my big mouth).

JIMMY

See you, Jimmy, well you're unbeatable. Completely unlike those sassanacks at that other mag. Now the questions:

1 Where can I get *Laser Squad/Lords of Chaos* and expansion kit?

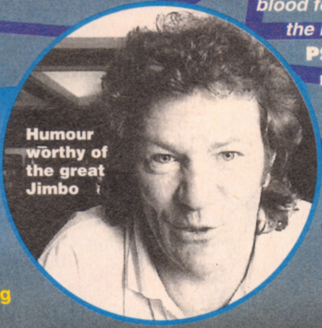
2 What is the best football management sim?

3 When will *Robocop 3* be released?

4 What's the best disk magazine?

Name and address withheld, because lots of Scottish people want his blood for taking the Mickey.

PS The 'true' *CF* rule, not *CF* as in *Force*. Sue them for breach of copyright.



Humour worthy of the great Jimbo

1 Not currently available… try the Buy–A–Rama, etc.

2 I wasn't aware that comparative statements like 'best' apply to things like football management sims. But the least worst ones are *Match of the Day* (Zeppelin) and *Football Manager 3* (Addictive).

3 It probably won't be, to tell you the truth.

4 Are you sure we're the right people to ask for this? It's like ringing up Russia 30 years ago and asking to speak to the US President, really. **TMB**

PS What *Force* would that be, then?

I SAY, I SAY, I SAY

Knock knock
Who's there?
I've dun up.
I've dun up who.
Yuck! You disgusting thing! (get it?)

Stephen Caie, Hatfield

Sadder than the fact you've written this vile verse, Stephen, is the fact that you sent it in to a magazine for thousands of people to read. **TMB**

BROCCOLI

1 Could you recommend a good beginners' book for programming games?

2 Could you recommend a good programming utility excluding *SEUCK*?

3 What is the best platform game?

4 Could you recommend a reputable mail order company that sell *Mayhem*?

Nicholas Callaghan, Broxburn

1 We did, last issue.

2 I could recommend hundreds, but I don't know what type of program you want.

3 *Mayhem*, of course.

4 The authors, Digital Graffiti. **TMB**

WELCOME

After much fruitlessness in trying to obtain information into becoming a home computer user, trying suppliers of said equipment and so called know-it-alls, I went to the people that know, ie, the local school children, who in general seem to be of the opinion that C64 is a good all round unit. Having spent some time with one or two of these children I have followed their ideas.

I have now become a C64 owner along with a VDU, a 1541 disk drive and a cassette unit. Again the children pointed me in the right direction. Your magazine.

Now comes the crunch – children mostly use their machines for playing games. I must say I've had some fun myself. I would now like to use my machine to its full potential. Can you point me in the right direction with information about things like additions to my machine – I have noticed that a lot of accessories seem to overlap each other in their uses according to your advertisements (for example, Sprint 128 and Action Replay). Do

➤

you run a help-line on this kind of situation or is there a C64 club I could join?

Another helpful item in your magazine would be a jargon and abbreviation dictionary to enlighten the uninitiated.

Last of all, do you supply your magazine by post? If so will you send me your order form?
John Davenport, Manchester
PS I have just sent off for your *Mini Office 2*. Is there a list of other useful programs like this one?

To be quite honest, your best chance of learning all about the machine you're now a proud owner of is to keep reading this mag and order a few back issue (see page49). You could also get in touch with ICPUG, the Independent Commodore Products User Group, who'll be able to give you loads of advice. Contact them through John Bickerstaff, 45 Brookscroft, Linton Glade, Croydon, CR0 9NA ☎ 081 651 5436. Welcome to *Commodore Format*, by the way. **TMB**

I LOVE YOU MAARTJE

First, your Powerpack. Sometimes it's good, great even (*CF*28 and *CF*30), but sometimes it's not so good, to say it gently (*CF*36). Any chance of having some good golden oldies on there (like *Dan Dare*)?

Secondly, a computer can talk. My friend had a program *Say It*. It had quite a large inventory. Its pronunciation wasn't so good, but that made it quite a laugh.

Thirdly, what's your favourite music? I think *2 Unlimited* are the best. Have you heard their song, *Faces*? It's great.

2 Unlimited – limited appeal.

Bon, c'est le fin de ma lettre. Je vous vois une prochaine fois (I'll see you next time). That was my best French. I scored a five (out of ten at school). My English is better (an eight). Well, now that you know that, I'll say Doet (that's Dutch. It means something like bye, but a little bit different. Some old people hate the word).
Alexander Ensing, The Netherlands

I'll have a word to Simon about *Dan Dare* for you, but he assures me that there's enough coming to keep everyone happy, anyway. As for the talking thing, we're probably getting a program called *Speech* in the very near future. I think you can guess what it does.

The *CF* crew had a quick poll about their fave bands and came up with Therapy (Dave), Mud (Ollie) and Alice In Chains (Hairy). I personally prefer something a little more cultured, but we all agreed that *Faces* has to be the worst song ever recorded by anyone, ever. Apart from, perhaps, *Atmosphere* by Russ Abbott, that is. **TMB**

THREATS, EH?

This is my fourth letter to you and the crew so it's time to start printing 'em or else (I'm going for my red and white belt, so watch it). Okay, so you printed my charts in *CF*36 (page 22, bottom left corner) but you spelt my name wrong, it's James, James, got that J-A-M-E-S! (who ever heard of anyone called Jams).

Right that's enough of the gloom and doom so here are some good things. Unfortunately my issue of *CF*36 was late by one week, so, a bit miffed, I phoned your subscriptions line and they were hugely helpful. *CF* is easily the best magazine around and the new look is totally cool. Here are my questions:

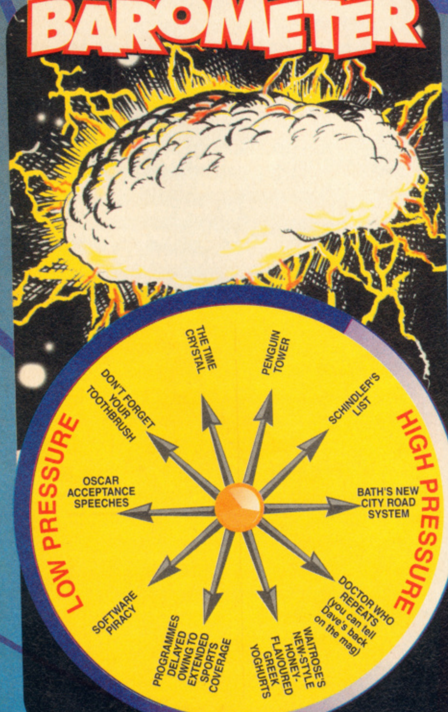
1 What is the number for the *CF* office and when should I call?
2 My brother's friend went on holiday to Yorkshire the other week and while he was there he went to Tandy to buy a C64 at the new low prices but when he got there the shop attendant said that there wasn't much point as they were going to stop making them and the games. Is this true?
3 Will *3D Construction Kit* come out on budget? If not, is it any good to buy it full price and where can I get it really cheap?
4 Is *Mayhem in Monsterland* still coming out only through mail order?
5 When are these games coming out and why have they been delayed? *Nigel Mansell, Jimmy's Grand Prix, Mega Twins, Alvin and the Chipmunks, Lotus 2*?
James Hammond, Kidderminster
PS To win on *WWF2* run to the left or right side of the ring at the start of the game, turn round and bung on the autofire – you're man will continuously kick his opponent.

First of all James, we're not threatened by your prowess in the martial arts. Hairy's been known to flatten many a karate kid-type who's come 'round to the office looking for trouble. Besides, even if you were to defeat him, the charming but incredibly violent Lisa Kellet is just a few offices away…

The Brain's not ready for the chop just yet…

1 Our phone number is (0225) 442244, and you should call on Thursdays.
2 Unfortunately the C64 is no longer in production, but there's still a great deal of life in the machine yet. Think of it as the Triumph Stag of the computer world, while these consoles are just Ford Sierras and VW Golfs – impressive enough to your Essex lad now, but hardly the stuff design classics are made of. The C64 will be around for a long time to come.
3 *3D Construction Kit* is worth paying full price for, but there's a good chance you'll be able to pick up a copy second-hand from the Buy-A-Rama (I said it again).
4 For the moment, yes. We have heard rumours about a distribution deal, but there has been no official announcement yet.
5 Unfortunately most of these games have been put on ice by the companies producing them. Write to them and complain, that's what I say. **TMB**

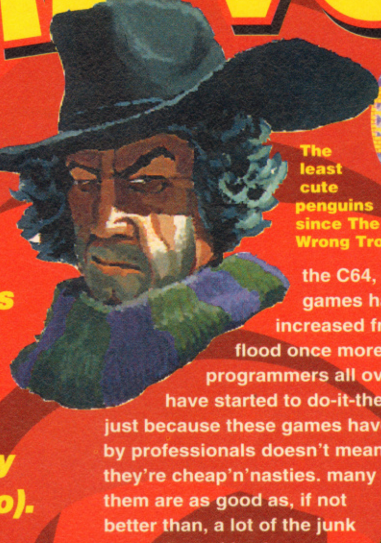
THE MIGHTY BAROMETER


LOW PRESSURE
HIGH PRESSURE
THE TIME CRYSTAL
PENGUIN TOWER
SCHINDLER'S LIST
BATH'S NEW CITY ROAD SYSTEM
DOCTOR WHO REPEATS (you can tell Dave's back on the mag)
WAITROSE'S NEW-STYLE HONEY-FLAVOURED GREEK YOGHURTS
PROGRAMMES DELAYED OWING TO EXTENDED SPORTS COVERAGE
SOFTWARE PIRACY
OSCAR ACCEPTANCE SPEECHES
DON'T FORGET YOUR TOOTHBRUSH

ADIOS AMIGOS

Just before I go I'd like to point that there have been more pairs of Converse All-Star Trainers sold world wide than copies of the *Best of Coronation Street* Volume I video. If you want to keep informed (and keep me in a job) send your missives to: TMB, *Commodore Format*, Future Publishing 30 Monmouth Street, Bath, Avon BA1 2BW.

Captain Stem's GAME VORTEX

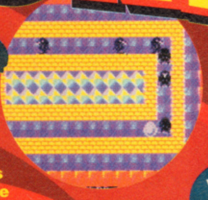


From out the time vortex strides Stem, armed with news and reviews of C64 games that'll be coming your way (and wanting to know which century his pay cheque's been sent to).

Greetings once again. My voyages through the times this month have revealed a plethora of games on the way in the coming months. The major software houses may have stopped supporting the C64, but the supply of games has suddenly increased from a trickle to flood once more as grass roots programmers all over the world have started to do-it-themselves. And just because these games haven't been written by professionals doesn't mean they're cheap'n'nasties. many of them are as good as, if not better than, a lot of the junk the major softies have expected us to fork out money on. Take *Archetype* – not the best game ever written, sure, but a hell of a lot better than stuff like *Mercs*, which it resembles. And *Penguin Tower* is just a great blast.

Penguin Tower, by the way, has been written by a Scandinavian coder, and, indeed, a lot of these new games are coming from abroad. But it's not just in Europe that there's a lot of CPC activity underway. I predict (it's one of the perks of the job, y'see) that you will be seeing a lot of Australian software before the year is out. Check out page 50 for a few more titbits of news on that front.

Hang loose. Stay cool. Or whatever this year's hip phrase for saying good bye is (it's a bit late in the 20th century for see you later, alligator, isn't it?). **Captain Stem** CF



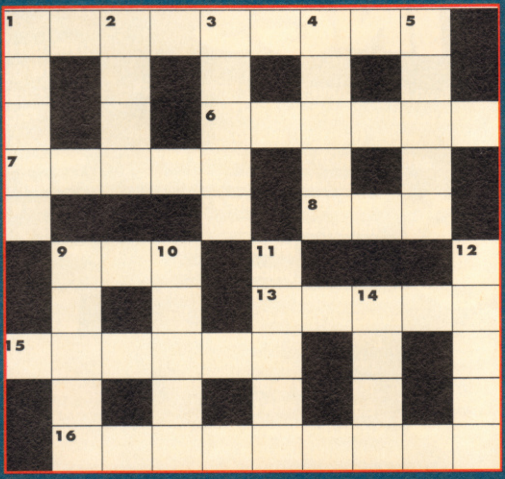
The least cute penguins since The Wrong Trousers.

Is this the archetypal shoot-'em-up?

THE TIME CRYSTAL

Time Crystal – land of the geometric shapes and slow motion replays.

CROSSWORD FORMAT



Across

1 It often comes after C. Do we have spell it out? Or do you?
6 ...... *of the Mutant Camels.*
7 Music is made up of these.
8 See 1 down.
9 The end of fanaticism is very realistically but a bit mixed up.
13 Screens that often appears while a game is loading.
15 You're one when you browse through *Commodore Format.*
16 The software company which gave the world *Lemmings.*

Down

1, 8 across, 5 down Racing game that takes place on ramps hundreds of feet high.
2 Rainbow Arts' shoot-'em-up is now divorced and not inside (it's a bit cryptic this one).
3 It makes bread rise.
4 Fibre – – – – – cables.
5 See 1 down.
9 Lee does this throughout the Comic Relief game.
10 Comes between Truly and Deeply in a fim title.
11 Warning sound.
12 These help you win games...
14 ...And so do these.

Answers on page 50.

WHERE WILL THEY BE?

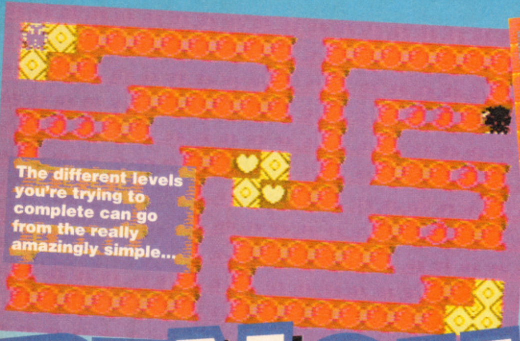
Thanks to Stem's access to the Space/Time Vortex we can present a unique twist to that Sunday Colour Supplement stand-by, the 'where are they now?' feature. We kick off with Mayhem...

- After appearing in the sequel to *Jurassic Park* (*Jurassic Bloodbath* directed by Michael Winner), Mayhem went on to have a rocky career in Hollywood, complaining of typecasting.
- After a disastrous attempt to break the stereotyping by taking a role opposite de Niro and Anna Paquin in Scorcese's remake of *The Wizard of Oz* (apparently he lost 27 stone in order to take the part of Toto) he spent years only getting jobs as walk-ons in Commodore CD games and pet food ads.
- Things took a turn for the better, though, when he started a mass manure manufacturing plant with a few old mates. He was a millionaire within a year. "It's not what you know, it's who you know," he revealed in an interview on the *Ross* show, while pointing out that dinosaur dung was the most potent fertiliser know to man.
- In 2024 he started up his own satellite television station, BCTV, which showed 24-hour *Flintstones* cartoons. It failed miserably.
- By 2031, however he had become a multi-media magnate with TV stations, newspapers and computer networks to his name, but strangely never travels by yacht.

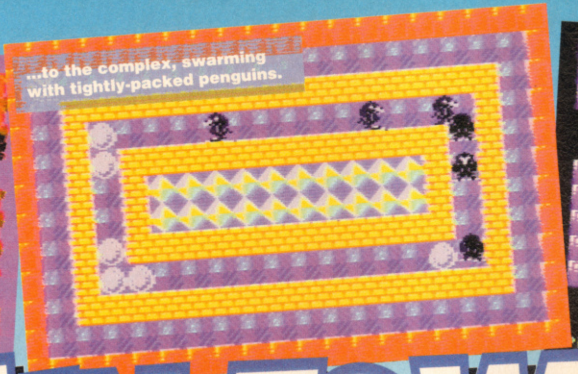
PLAIN SPEAKING

Welcome to the Stem guide to computer industry jargon – what they say and what they mean. This month we interpret the blurb software companies plaster all over games packaging:

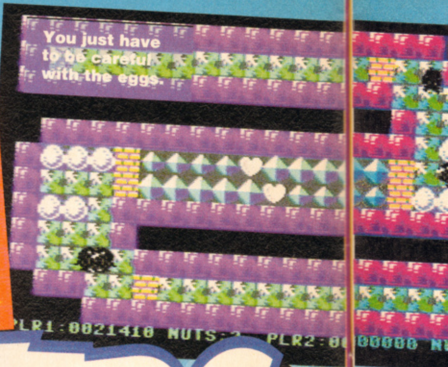
- "Amazing vector graphics" – lots of triangles.
- "Arcade Coin-Op Classic" – the original was sighted once at the Morecombe Bay Palace of Pleasure amusement emporium.
- "High speed action" – It's not written in Basic.
- "Screen shots may be from a different version" – we grabbed these off a Video Toaster.
- "Though provoking" – dull
- "Multi-directional, hyper-pulse, mega-phasorial life-deprivating device " – gun.
- "A range of options" – one or two players.
- "Realistic sound effects" – yeah, right.
- "Unique perspective" – you won't be able to tell what the hell's going on.
- "Flight sim" – the instructions'll take you three weeks to read.



The different levels you're trying to complete can go from the really amazingly simple...



...to the complex, swarming with tightly-packed penguins.



You just have to be careful with the eggs.

PENGUIN TOWERS

It's a Corker!

Exploding penguins can mean only one thing – a Batman 2 game, right? Wrong. Simon pulls on his fur-lined parka and braves the antarctic conditions.

According to the sort of people who spend their lives studying these things, there are only four or five different dramatic plots. Every story ever told, written, sung, performed, tapped out in morse code or whatever, is, when boiled down to its purest elements, just a variation on one of those basic plots – revenge, the quest, the loss, and, er, some others. I reckon computer games are pretty much the same. There are a few pure gameplaying concepts that form the basis of every other game. *Tetris* is one. *Bug Bomber* is another.

Bug Bomber is all about a little blokey who runs around a grid strategically planting bombs to kill bugs. *Penguin Tower* is very much a variation on the concept. You control a bomb-happy parrot, intent on the destruction of level after level of cute penguins. The gameplay is very much the same as *Bug Bomber*, you have to plant bombs then run like hell in the few seconds you have before they go off.

P-P-P-PULVERISE A PENGUIN

Of course, penguins aren't the only thing you can blow up, a fact which add greatly to the gameplay. There are two types of obstructing wall; indestructible ones and ones that can be blown up one one square at a time. This might not sound great shakes on the excitement scale but these walls add a lot more to the game than you might think; penguins can be trapped in certain areas areas, so it can be very important that you don't let them all roam free too early on in tackling a level. There are also eggs on some levels which need to be cordoned off for as long as possible.

NOT SO GOOD FINGS

Not all of the power-ups are good. If you pick up a mystery power-up, you could risk getting one of these little lot:

CONSTIPATION – Sorry n'all, but I think you can probably figure out the relevance of the name for yourself; this power-up stops you dropping bombs for a short period of time.

ANTI-FREEZE – We've already had one of these, but this one's a little different as the penguins keep moving, and you get frozen. Bummer, huh?

SLOW DOWN – You slow down, they don't (what the hell else could it have been?).

THE 'TROTS' – I would have used the slightly more, erm, orthodox name for this affliction, but I haven't got a dictionary to hand. If you're unlucky enough to pick up this during the game , you'll be dropping bombs whether you like it or not. This may not sound too bad, but if you've got multiple bombs and long flames, you could have a hard time outrunning the shrapnel.

GOOD FINGS

There are plenty of goodies scattered about the levels to help you out on you impossible mission, turning your everyday, brightly-coloured, waddling, winged thing into Robopolly:

BONUS LEVEL – Getting to a bonus level is always a good idea, though it does mean you'll miss out on the rest of the level you're on, and the level afterwards. These special levels are usually incredibly easy, and give you the chance to collect loads of points before continuing with the rest of the game.

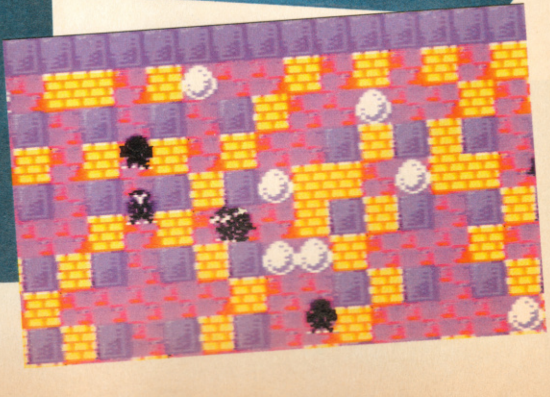
EXTRA BOMBS – Though your bombs are infinite, you can only drop one bomb at a time, having to wait for it to go off before dropping another one. If you've managed to get your hands on a bomb power-up, however, you'll be able to drop more than one bomb at a time.

FLAMER – When your bomb goes off, it normally fills the three squares in all four directions with flame, wiping out everything on those squares. Every time you pick up a flame power-up, the flames get longer, first filling four squares, then five, and so on. So if you collect enough you can wipe a penguin out from clear across the screen.

FREEZE – This one's dead handy, as it freezes all the penguins, letting you stroll round and place bombs right next to crowds of the critters, killing off loads in one go. It's always best to grab a freeze power-up when you've got the ability to drop plenty of bombs at one time.

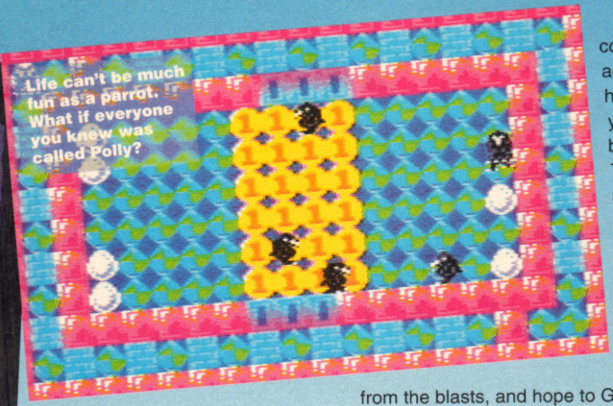
SHIELD – As with every other game under the sun, the shield just makes you invulnerable for a while.

SPEED – Dead simple, this one, as it just speeds your parrot up.



The silent reign of penguin terror.

2:0000000 NUTS:-


Life can't be much fun as a parrot. What if everyone you knew was called Polly?

So we've got penguins and walls. Oh, and power-ups. These are left behind when you destroy certain walls, and give you various enhanced abilities which are described in loving detail in the Good Fings box-out (I'll leave you to work out what the box-out Not So Good Things is all about).

I'd love to spend a few more hundred words describing all the other features involved in this game, but there aren't any – it's an incredibly simple concept that just happens to be incredibly good fun.

FOWL FIENDS

Of course, life isn't all roses – there's the odd thorn. But then roses have thorns, so perhaps it is all roses. Or perhaps, using a cliché like life isn't all roses was a pretty dumb idea. But you get my drift. As with all games, *Penguin Tower* has its gameplay flaws, this time in the shape of the penguins. Okay, so you have to have a bad guy for a good plot, and the whole thing would be boring if there wasn't anyone trying to bump you off, but the penguins' motives are never really all that clear – they'll happily wander about the place doing nothing in particular, and they'll probably walk right past you sometimes, but for randomly moving creatures, they really have a knack of hanging around the exact spot you want to walk through yourself.

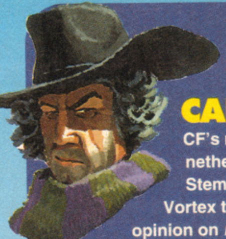
Then, of course, there are the incredibly fast penguins, who'll randomly bump into you, completely by accident, irritating the hell out of you until you manage to bump them off. There's no real strategy to taking out a penguin moving at twice the speed of sense, you just have to plant as many bombs as you can, find a square where you're safe from the blasts, and hope to God the bionic penguin doesn't get to you before the wick runs out.

> *"You have to plant bombs then run like hell in the few seconds you have before they go off."*

The levels themselves haven't exactly been designed with the player in mind, which doesn't really help, as you could really do with a few more narrow passages and places to hide, instead of standing in wide, open spaces, waiting to be killed. One thing the programmers might want to include in the final version would be a level designer, so that everyone who's had it up to the back teeth running round oddly laid-out screens could design their own (or just remove all of the eggs from the original designs).

But the sheer addictiveness of the gameplay wins out over the flaws. Whoever came up with the idea (though it wasn't exactly original) was obviously not concerned with their reputation – they've resisted the temptation to cram the game with loads of flashy gimmicks that I'd have probably slagged off anyway, and gone for a simple but well-executed, concept. While there's no great depths to the game, everything that's there is polished and up to standard, with fairly reasonable sonic effects and appealing graphics. The power-ups are all very easy to understand, there are no difficult techniques to get the hang of and your parrot is slightly intelligent, in that as the grid is laid out clearly in squares, he'll move from square to square as opposed to around the screen pixel by pixel.

So it's a game that you should buy (I love this reviewing lark), because it's good (can you believe I actually get paid for this stuff?). It's well presented, incredibly good fun and well worth whatever amount you'll end up paying for it (within reason – see the Not For Sale box-out to find out what I mean). Be sure to pick up this penguin. ***SIMON***



THE STEM INTERVIEW: CAPTAIN SCOTT

CF's roving reporter from the nether dimensions, Captain Stem, journies through the Time Vortex to bring you an expert opinion on *Penguin Tower*...

"It's interesting you should mention *Penguin Tower* – we've lost quite a few important pieces of equipment through parakeets dropping bombs on nearby penguins. There is an upside, though – after we'd finished off the last of the huskie stew, we managed to harness a few of those really fast penguin dudes, and got to the South Pole in no time. If only we'd have twigged that Norwegian bloke Roald Amundsen's game, and fed the huskies to the radiated penguins, we might have been able to achieve lift-off as well."

"It doesn't really matter, though, because we came across this tower and, once we'd killed the blokey at the top, it was warm enough to stay there for as long as we wanted. Besides, it's a long walk back."

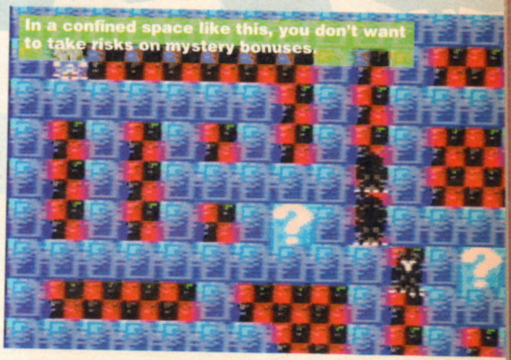
A SORT OF EGGY SMELL

When you first start to play each level, most of the penguins you need to exterminate will already be happily going about their business, but there's more to this game than meets the eye. What does meet the eye are a large number of eggs scattered about the place. The problems come when these eggs hatch – more penguins pour out.

Oddly, if an egg is engulfed in a blast, the penguin inside doesn't get scrambled – it gets supercharged. This means that when it hatches it can move at up to three times their normal speed; they also come after you. Beware the eggs of, erm, *Penguin Tower*.

IT'S NOT FOR SALE

What sort of magazine would give a game a big review and an excellent mark, then turn around and tell you it's currently unavailable? We would. The programmer of this wonderful little game, Jani Hirvo from Finland hasn't yet decided who's going to sell it, but if you promise to keep an eye on the news pages over the next few months, we'll promise to keep you informed.


In a confined space like this, you don't want to take risks on mystery bonuses.

PENGUIN TOWERS

- ▲ **It's really incredibly good fun.**
- ▲ **It carries on being incredibly good fun.**
- ▲ **The levels are ingeniously-designed.**
- ▲ **You don't have to worry about accuracy.**
- ▼ **But the speedy penguins are irritating.**

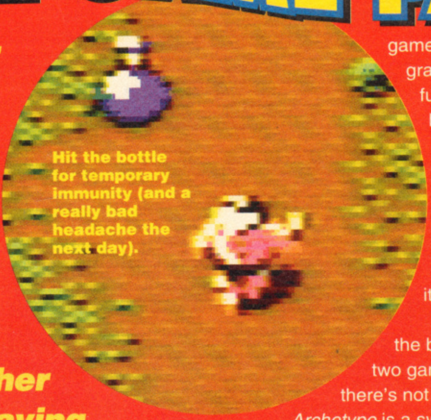
POWER RATING

90%

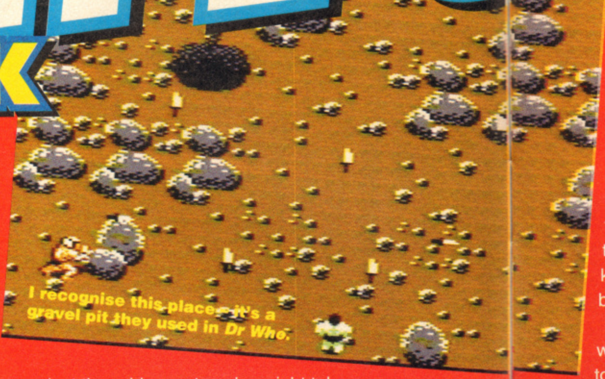
ARCHETYPE &

DOUBLE GAME PACK

Two games for the price of one – can't be bad, can it? Ah, they're vertically-scrolling shoot-'em-ups. Could be bad, then. Dave discovers whether either neither or both are worth paying half as much for.



Hit the bottle for temporary immunity (and a really bad headache the next day).



I recognise this place – it's a gravel pit they used in *Dr Who*.

Vertically-scrolling shoot-'em-ups have gained a bad reputation since the *Shoot-'Em-Up Construction Kit* enabled everyone and their dog could write them… badly. I reckon, though, that there's still life in good old-fashioned, no-nonsense blasters – but will this double-pack from the currently hyperactive Psytronik software provide the resuscitation the genre needs?

Both of them, it has to be admitted, start out looking very much like your bog-standard *SEUCK* game, and the graphics are functional at best. But things do improve as almost imperceptibly the gameplay begins to sink its teeth in. *Archetype* is the better of the two games, though there's not much in it.

Archetype is a sword and sorcery romp in which the plot is so minimal the instructions settle for, "your goal is unclear." Basically, you play the knife-throwing hero who trudges through a fantasy landscape throwing knives at anything that moves. There are hostages to rescue as well but you don't have to worry about killing them because they seem indestructible.

The game follows the standard shoot-'em-up format. You wander up the screen killing hordes of knife-fodder nasties with one or two carefully placed knives (where does he keep them?) and running up against the odd monster who might take a few more stabs before deciding there must be an easier way to get lunch. Finally you grind to a halt and face some end-of-level guardians who are wearing the latest in M&S mystical knife resistant armour. There are also a few pick-ups in the form of potions that make your life easier by giving you invincibility or destroying all the baddies on screen.

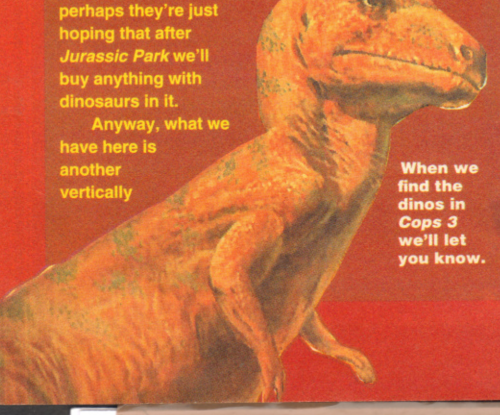
> *"There's enough going on to keep the gameplay from becoming stale."*

Okay, so in the originality league stakes it's battling with the scriptwriters on *Noel's House Party* to avoid relegation to the Vauxhall Conference but it's still a decent enough slice of gaming action: the animation of the knife-throwing is simple but much more interesting than dull old bullets or lasers; you can walk beneath trees and become hidden by the foliage; enemies leap out from behind rocks and tree trunks; the

COPS, ROBBERS AND DINOS

Cops 3 is subtitled *Cops, Robbers and Dinosaurs.* Quite why, I'm not sure, because, to be honest, I didn't get through the whole game (I've got a magazine to edit here, okay, and my Action Replay failed me) and there weren't any dinosaurs as far as I managed to get. Then again, maybe I'm just being an incredibly naive old fogey and dinosaur is some new fangled lingo for some illegal goings-on or other. Or perhaps they're just hoping that after *Jurassic Park* we'll buy anything with dinosaurs in it.

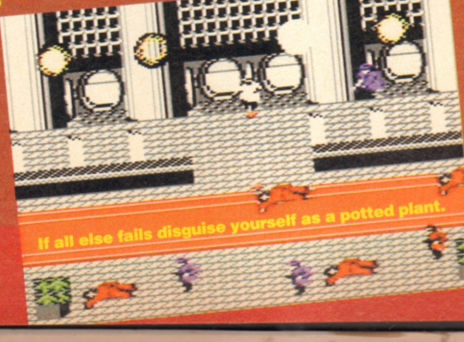
Anyway, what we have here is another vertically scrolling shoot-'em-up, this time set in some huge Metropolis in the future in which crime is running riot over the Christmas holiday period. You know the sort of thing, shops selling 10 Christmas cards for a fiver, Cilla Black Boxing Day specials on TV, pubs not opening in the evening – criminal. Oh yeah, and there are loads of gangsters running riot, robbing, shooting and generally acting like gangsters. So you (and your partner if you can find mate who wants to join in) have been assigned to clean up the city – virtually single- (or double-) handedly it seems.



When we find the dinos in *Cops 3* we'll let you know.

Actually, the game doesn't vertically scroll at first. Instead you have to eliminate all the crims on screen before you allowed to walk up the screen and into the next section. But after a while you enter familiar vertically-scrolling territory (in a sudden change of scenery that takes you out of the city and into some military barracks which look exactly like the ones in *Arnie 2*).

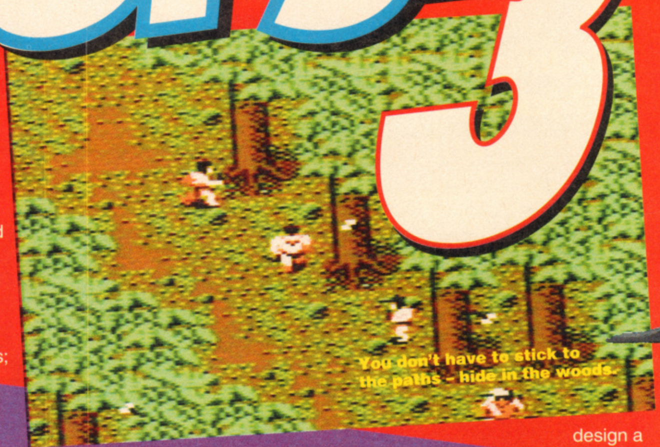
There are no pick-ups which is disappointing but to its credit the game does try, often quite successfully, to disguise its vertically scrolling roots by limiting the play area to certain rooms or using things like lifts to give the game a more three-dimensional feel. One odd aspect of the game is that if you fail to kill a baddie and he wanders off screen, bullets continue being fired from the bit of the screen where he walked, and there's nothing you can do to stop him. It can be annoying if you let it happen, but that's the point – you shouldn't let it happen.



If all else fails disguise yourself as a potted plant.

Problems? It'd be nice to be able to change your weapon every now, there are a few annoying graphical glitches and the backgrounds are

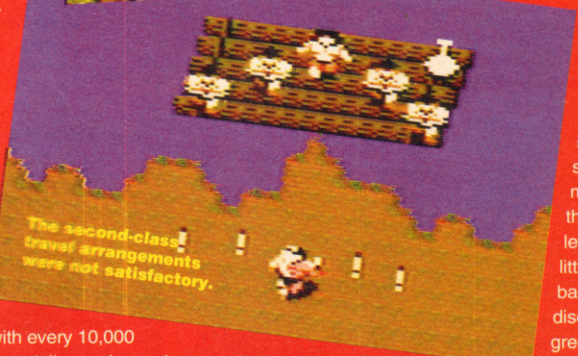
& COPS 3



You don't have to stick to the paths – hide in the woods.

scenery changes are often pretty drastic; a mysterious woman appears who gives you a few hints about what the blimmin' 'eck you're purpose in life is supposed to be. In other words, there's enough going on to keep the gameplay from becoming stale.

But it's not all good news; while the intention seems to have been to write a shoot-'em-up with a bit more meat to it than your average blaster, there seems to have been a lack of attention when it comes to the actual mechanics of the program. There's no denying that it's been a bit shabbily programmed; for example, the scrolling is slow and often jerky, the extra life you're supposed to get with every 10,000 points doesn't seem to materialise and enemies occasionally vanish off screen before you shoot them. And occasionally the graphics are so lame they look like rejected entries from a *Blue Peter* design a set of crap monster sprites competition (under fives section), such as the monsters on the second level, which are little more than badly-drawn, disembodied green heads.

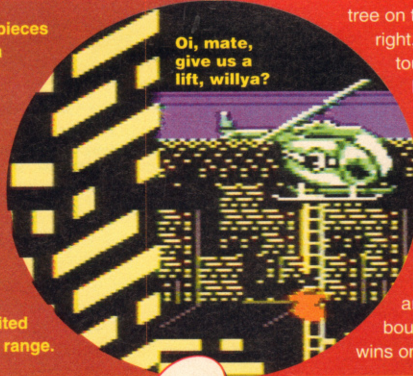


The second-class travel arrangements were not satisfactory.

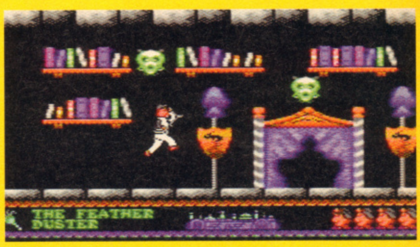
And the baddies are a predictable buch. This is one of those games which you learn your way through. You know what I mean – you get to know that after you've dealt with the two baddies who leap out of the second tree on the left a dragon will appear from the right, followed by an attack of Japanese tourists and a new series of Paul Daniels on BBC1. So often getting through a section is more a test of memory than responding instinctively to an attack.

So, does the good outweigh the bad? As we all know, at the end of every fantasy good defeats bad, light beats back the dark, and truth, justice and the American Way are upheld. In this case, however, the bout goes the full 15 rounds and good wins on a controversial judge's decision (me being the judge). Personally, I reckon that for all its faults *Archetype* has enough playability to pull it through. It's nowhere near as good as *Arnie* but it's a darned sight more enjoyable than mindless pap like *Mercs*. Sure, it's derivative, a touch slow and a bit shaky, but it's got humour and a distinct character which help lift it above the average shoot-'em-up. If you want technical perfection and the great graphics this isn't going to be up your street. But if you like a straightforward, good, old-fashioned blast it delivers the goods, slightly battered, but still in fully working condition.

hardly artistic masterpieces (unless there's been a recent revolution in modern art criticism I haven't heard about). Okay, let's be honest, *Cops* isn't much cop. It's fun for a while, and tries hard to keep the interest level high with rapid and numerous scene changes, but the gameplay is more limited than Morrisey's vocal range.



TRAILER



The disk version of *Archetype/Cops 3* comes with a demo of *Sceptre of Baghdad*, another one of Psytronik's games. Well, you can't blame them for trying, can you?

THE STEM INTERVIEW...

Who better qualified to give their views on two out-and-out shoot-'em-ups than the man who's probably shot more people on film than the whole Italian army did for real in World War 2 – Sylvester Stallone:

"Er… yeah."

Thanks, Sly. We appreciate that.

COPS 3

- ▲ **Good, old-fashioned shoot-'up-action**
- ▲ **Tries to break out of the continuous vertically-scrolling trap.**
- ▼ **Some really quite horrible graphics.**
- ▼ **Needs more variety to the gameplay**

ARCHETYPE

- ▲ **Levels that remain refreshingly playable.**
- ▲ **It's not *Mercs*.**
- ▲ **All that knife-throwing looks impressive.**
- ▼ **There's nothing startlingly original in it.**
- ▼ **It's a bit slow and jerky, frankly.**
- ▼ **And some of the graphics are shameful.**

COMBINED RATING

Available from: Psytronik Software, 34 Portland Road, Droitwich, Worcs WR9 7QW.
Price: £4 on both tape and disk.

- ▲ **Both games are decent enough entertainment to make £4 a definite bargain price.**
- ▼ **But they're both a bit on the ropey side and could do with tidying up.**

POWER RATING

76%

TIME CRYSTAL

Simon had a problem finding an angle to this review, but there was no lack of them in the game. Unlike crystals, strangely enough...

Does anyone remember the *3D Construction Kit* from Incentive? The idea was that the user builds their own 3D landscape using a series of shapes supplied by the *Kit* (mainly rectangles), and the program then let's you wander around and interact with that landscape, viewing everything in perspective – this system was known as Freescape. Of course, game writers being what they were, you interact with the blocks by shooting them, but that's pretty much the only reason you've got a gun – there are no bad guys to slaughter.

Anyway, looking at *Time Crystal*, I reckon Parallel Logic have got a copy of *3DCK*. The plot could be anything from 'crystal sucking time out of universe, find and destroy', through, 'villainous bloke steals crystal, get it back', to 'throw crystal into Time Well' – it's not important, because this, like all Freescape games, is about a player wandering around a landscape wondering what they're supposed to be doing. In this case, the landscape's a castle.

The movement controls are very simple – forward, backward, rotate left or right, with a few more complex manoeuvres, such as leaning forward or backwards, tilting to one side and gaining a higher viewpoint. But if you've ever played a Freescape game, you'd know that.

Bearing in mind that all Freescape games are to the great extent identical, there isn't all that much to review – most of the comments you could make would be true of all Freescape games, as pretty much the only thing that changes from game to game is the environment you're exploring.

And what a nice little environment it is. The designer seems to be a fan of walking in circles, as some of the rooms have spiralling walkways around them, whether they're visible or not.

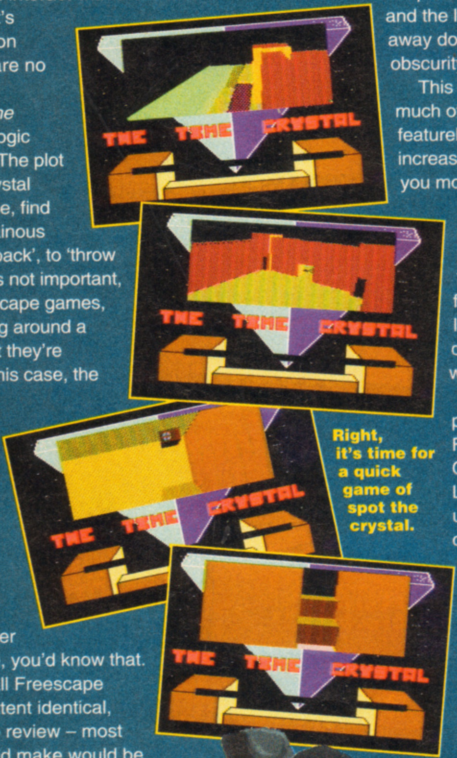
Did I mention the invisible blocks?

Obviously not. The idea that a lot of the platforms you're walking on are completely invisible is quite a good one – it's not used excessively, so you can judge roughly where they're going to be (as opposed to wandering around a maze of invisible walls) but this simple little idea does add quite a lot to the gameplay. Well, it would add a lot to the gameplay if the whole thing wasn't so damned slow.

That's right – I'd left out that little point up until now, but we do have to face the fact that Freescape games on the 8-bits really are incredibly slow, aren't they? In fact, it's the total lack of speed that puts most people off this type of thing – no-one wants to turn to the right and wait 10 seconds for the screen to redraw before turning another step to the right, and having to wait again. Whatever gameplay *The Time Crystal* had gleaned through cunning layout, fun puzzles, interesting structures and the like has trickled slowly away down the plughole of obscurity. Really bloody slowly.

This lack of speed isn't too much of a problem in flat, featureless areas (you can even increase your step distance to let you move further on each redraw), but it plays hell with the exploration aspect; by the time the screen's redrawn 10 times, you'll have forgotten what you were looking for. It's also very disorientating. You might as well play it by post.

But horrific speed problems are a curse of all Freescape games on the C64, so all credit to Parallel Logic, who have undeniably used *3DCK* to its full capacity. But no matter who designed the landscape, there comes a point at which you have to say it's a Freescape game, and knock quite a few marks off the final percentage just for that. CF



Right, it's time for a quick game of spot the crystal.

THE STEM VIEW...

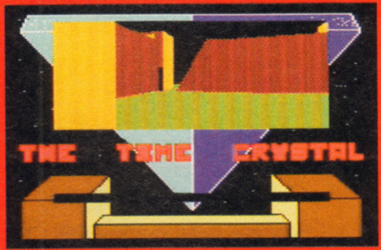
If you want an expert opinion on this kind of game, you've got to speak to the real authority on architecture, Escher. So, Mozza (as his friends call him), what do you think of it all?

"Iz damn weird – I couldn't work out what was supposed to where. It was slow as well. Zoooo zlooow. Ze weirdest bit was when I climbed up some stairs and ended up at the bottom again. I couldn't work it out. It gives me an idea for a picture, though"

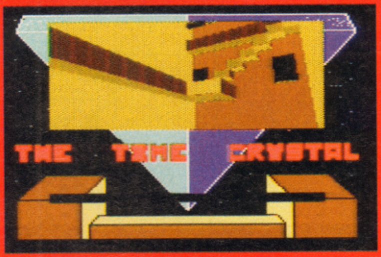
And with a faint 'kerching!' ringing through the air, he scuttled off. Mad old fool...

VIRTUAL UNREALITY

Follow *CF*'s simple guide and you'll feel like you're really there, sitting in front of your monitor playing *Time Crystal*...



1 Place the magazine about seven inches in front of your eyes and stare at this grab from the game for approximately five minutes.



2 Now look at this grab for another five minutes. Repeat with the other grabs on this page for that unique gameplaying experience.

TIME CRYSTAL

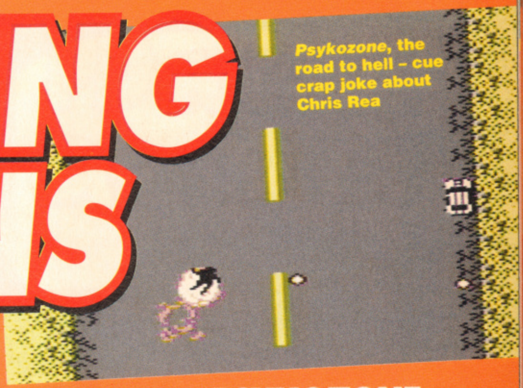
AVAILABLE FROM: PARALLEL LOGIC,
40 WINDSOR AVENUE, WHITEHEAD,
COUNTY ANTRIM, BT38 9RX
PRICE: TBA

- ▲ Wonderfully designed environment
- ▲ Original puzzles for a Freescape game
- ▼ Oh so slooooooooooow
- ▼ Well, it's a Freescape game, basically
- ▼ The colours are pretty vile as well

POWER RATING

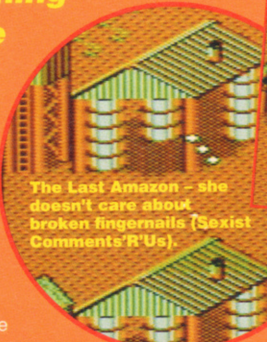
45%

FORTHCOMING ATTRACTIONS

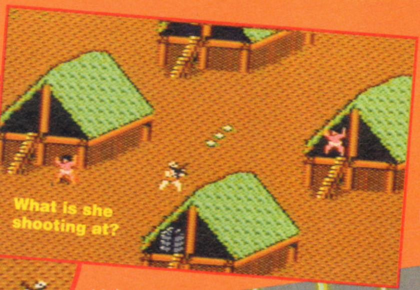


Psykozone, the road to hell – cue crap joke about Chris Rea

Psytronik seem to be going into hyperdrive with game releases this year. Simon gazes into his cut-price crystal ball (it only tells you what's happening in the next couple of months) at some of their more imminent titles...



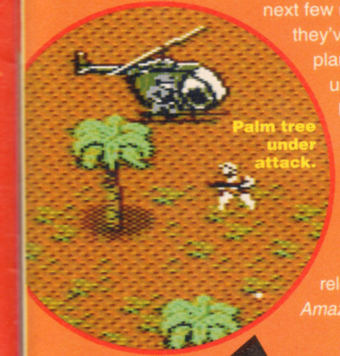
The Last Amazon – she doesn't care about broken fingernails (Sexist Comments'R'Us).



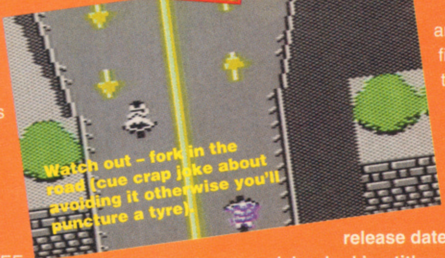
What is she shooting at?

Who says no-one's releasing games for the C64 anymore? Whoever it is should take a look at Psytronik Software's release schedule for the next few months – to say they've got loads planned is the biggest understatement since Mussolini said, "I think this collar's a bit tight." (Check out Snippets on page eight for more details – Ed.)

The next two releases are *The Last Amazon* (which already has a sequel in production so they obviously have high hopes for that one) and *Psykozone*. So let's have a look at how these two games are shaping up.



Palm tree under attack.



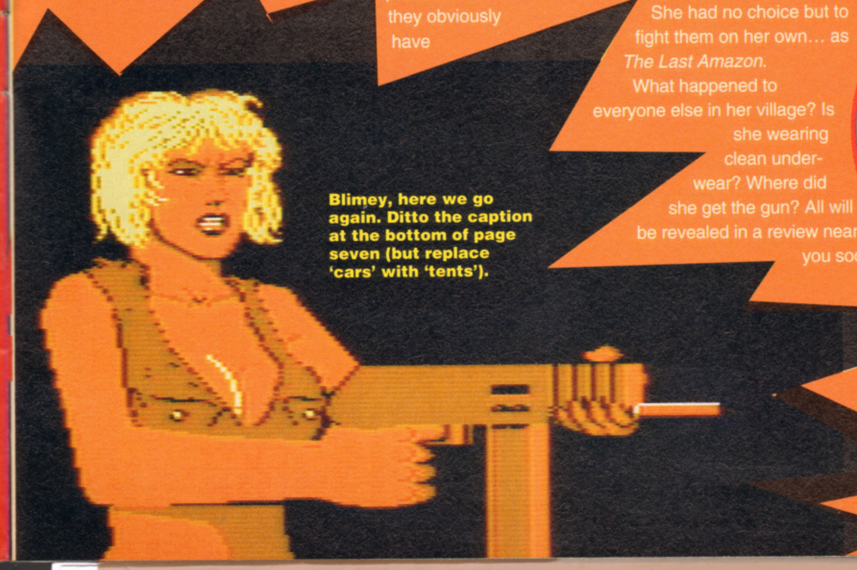
Watch out – fork in the road (cue crap joke about avoiding it otherwise you'll puncture a tyre).

THE LAST AMAZON

This is the story of a young UNICEF worker who travelled to the remotest parts of South America's rain forests to carry out a vaccination program among some isolated Indian tribes. She was lost without a trace for five years. Should have taken a map, fool. The outside world believed her to be dead, but she had, in fact, chosen to become a member of an Indian tribe and live as one of them.

However, five years later civilisation caught up with her. A drug syndicate, escaping the eyes of international forces, built a narcotics factory in the jungle not far from her village. She had no choice but to fight them on her own… as *The Last Amazon*.

What happened to everyone else in her village? Is she wearing clean underwear? Where did she get the gun? All will be revealed in a review near you soon.



Blimey, here we go again. Ditto the caption at the bottom of page seven (but replace 'cars' with 'tents').

PSYKOZONE

In the 21st century, the United States have collapsed into a myriad of independent regions. Some trade is being made between the regions by using a badly-kept net of expressways: the Psykozone.

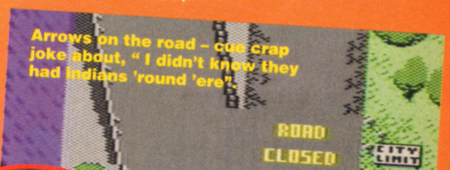
These stretches of road are practically lawless, ruled by gangs of road warriors and genetically enhanced psycho-bikers.

The object of the game is to reach the Pacific by travelling through the most dangerous part of the Psykozone.

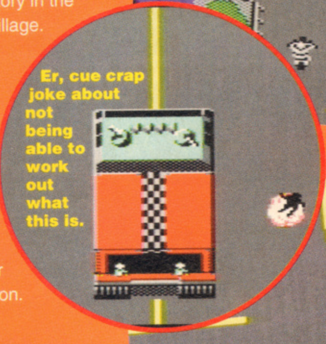
So load up with ammo, oil your engine, fill up the tank, secure the plutonium rods and brake for no-one.

WHEN, THEN?

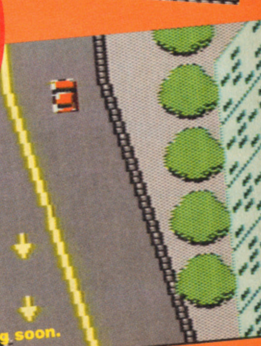
There are no set release dates for either of these two promising-looking titles yet, but as soon as we get them, we'll let you know. Stand by for the full reviews over the next couple of months.



Arrows on the road – cue crap joke about, " I didn't know they had indians 'round 'ere".



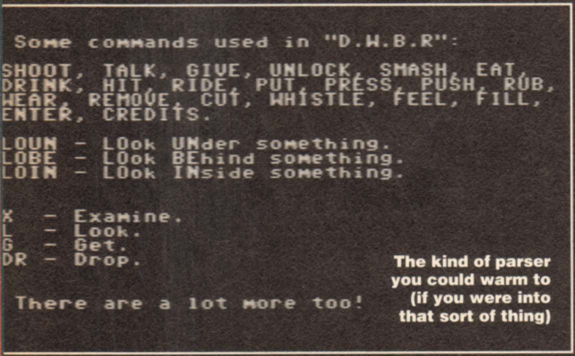
Er, cue crap joke about not being able to work out what this is.



Psykozone – coming soon.

PD FORMAT

PD software may be the source of thousands of good demos and hundreds of shoot-'em-ups, but this month Captain Stem takes a look at some slightly more cerebrally-challenging software – text adventures.



```
 Some commands used in "D.W.B.R":

SHOOT, TALK, GIVE, UNLOCK, SMASH, EAT,
DRINK, HIT, RIDE, PUT, PRESS, PUSH, RUB,
WEAR, REMOVE, CUT, WHISTLE, FEEL, FILL,
ENTER, CREDITS.

LOUN - LOok UNder something.
LOBE - LOok BEhind something.
LOIN - LOok INside something.


X  - Examine.
L  - Look.
G  - Get.
DR - Drop.

 There are a lot more too!
```

The kind of parser you could warm to (if you were into that sort of thing)

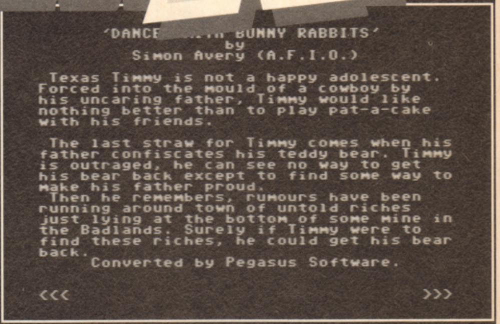
Stem here, with a disc full of text adventures, two of which we'll be taking a look at this month. For the ultimate in authoritative reviews, I've thrown the C64 into the time machine, to see what some hand-picked experts had to say about the games…

DANCES WITH BUNNY RABBITS

Simon Avery really is a prominent figure in the text adventure market – his reputation for producing high quality games goes before him, but we thought we ought to ask the ultimate authority on all things wild west, and things rabbit-like – Yosemite Sam.

"First of all, I'd like to draw a very definite distinction between my media image, created by Warner Brothers in their creative genius, and myself in real life. For instance, whereas my scripted character would have chased after a certain rabbit for hours on end, succeeding only in getting blown up, thrown off cliffs, run over by trains, or some such, I merely retreat to a safe distance, and take advantage of my incredibly accurate skill with a high-powered rifle. I don't have a problem with bunny rabbits in reality, because I don't have any problem killing them.

"This game is an interesting one – the plot tells of Texas Timmy, who's forced, understandably, into being a cowboy by his father (which is fair enough – when my son said he wanted to be a barber, I glued a Stetson to his head). Finally, when his father took his teddy bear, Timmy decided to clear up this matter once and for all, proving he could be a cowboy by finding the huge pile of gold that lies at the bottom of a deep mine in the badlands. When he's found the cash, you see, he can afford to set up on his own.

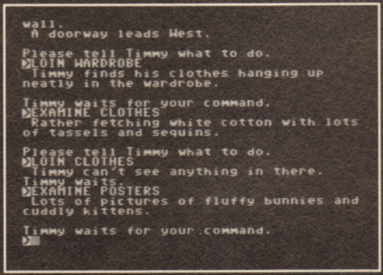


```
        'DANCE      BUNNY RABBITS'
                    by
          Simon Avery (A.F.I.O.)

 Texas Timmy is not a happy adolescent.
Forced into the mould of a cowboy by
his uncaring father, Timmy would like
nothing better than to play pat-a-cake
with his friends.

 The last straw for Timmy comes when his
father confiscates his teddy bear. Timmy
is outraged, he can see no way to get
his bear back except to find some way to
make his father proud.
 Then he remembers, rumours have been
running around town of untold riches
just lying at the bottom of some mine in
the Badlands. Surely if Timmy were to
find these riches, he could get his bear
back.
     Converted by Pegasus Software.


<<<                                   >>>
```

Kevin Costner would be turning in his grave… if he were dead, that is (oh, we love the old ones)

"Onto the game itself – though being a fan of the text adventure genre isn't exactly in keeping with my media personality, I do like to sit down and solve mental puzzles now and again. You see, if you don't like text adventures in the first place, you're not going to enjoy yourself with any text adventure game – these are games you either love or hate, and you'll never really change your view, no matter what you play.

"As for DWBR, we've definitely got a doozy here – the parser is reasonably complex, with some rather nice new verbs introduced, such as LOUN (look under), LOBE (look behind) and LOIN



```
wall.
 A doorway leads West.

Please tell Timmy what to do.
▶LOIN WARDROBE
 Timmy finds his clothes hanging up
neatly in the wardrobe.

Timmy waits for your command.
▶EXAMINE CLOTHES
 Rather fetching white cotton with lots
of tassels and sequins.

Please tell Timmy what to do.
▶LOIN CLOTHES
 Timmy can't see anything in there.
Timmy waits.
▶EXAMINE POSTERS
 Lots of pictures of fluffy bunnies and
cuddly kittens.

Timmy waits for your command.
▶
```

What would you do in a situation like this? That's what text adventures are all about.

WHAT IS ALL THIS PD STUFF, ANYWAY?

Good question. It's all very well avidly reading this section every month but if you don't know what PD actually is, then this whole section isn't really all that much good to you.

PD is, and I'm going to duck to avoid the flak here, free software. PD stands for Public Domain. The software is written by non-professionals who do not expect to get paid for the work – they just release the stuff into Public Domain for anyone to copy to their heart's content. That's right – PD software is non-copyrighted.

But it's not always easy to get hold of. That's why PD libraries are set up all over the country. They collect together lots of PD software which they're more than happen to copy for you for a small charge. If you send them a disk or tape and a small copying fee (it's usually around a quid), you can get a disk back stuffed full of wonderful software (well, wonderful if you order the stuff we give good marks to).

It's always best to write to the library beforehand to get a catalogue and details about how much copying charge you'll have to pay. But remember to send an SAE – the people running these libraries aren't making a profit, so it's unfair to expect them to start paying for postage

So it's not quite free. But it can be.

The other side to PD is programming – if you've written a nifty little game or utility that you'd like to submit to the Public Domain (and see your name in lights), just send it along to a library and it'll spread like wildfire. It could even be your first steps towards fame and fortune.

(look inside). Obviously, there are all the normal directional and object manipulation commands, as well as some slightly more advanced verbs for the occasional more complicated tasks.

"The other element that makes this game so special is the sheer amount of detail. Though the descriptions aren't especially verbose, if anything is mentioned in the overall description of a room, it can be examined, and even objects that have absolutely no purpose at all within the game have descriptions. This attention to detail makes all the difference and gives the impression that this is a PD game that's received incredible amounts of care and attention from someone who takes great pride in their work."

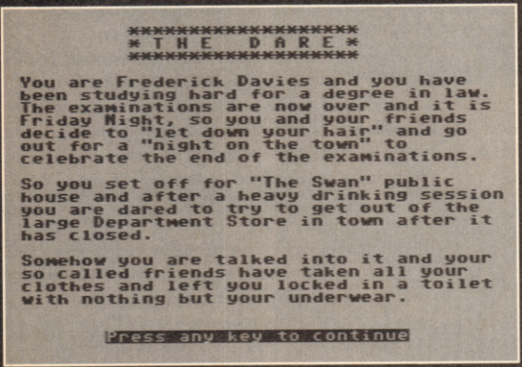
"Overall, I'd give this little jaunt into the wild west through a child's eyes about 75 per cent."

Thanks for that, Sam – and I hope the throat clears up soon.

75%

THE DARE

It took me ages to find someone suitable to review this one. The plot involves some nutter called Frederick Davies who, for a dare, volunteers to be locked in a department store after it's closed wearing nothing but his underwear, and attempts to get out without being found by the security guard or the police, as an incident like this would surely ruin his career in law before it'd even begun (he'd have to go into politics instead). In the end, I could think of only one suitable reviewer – my very (very) good friend, Lady Godiva.



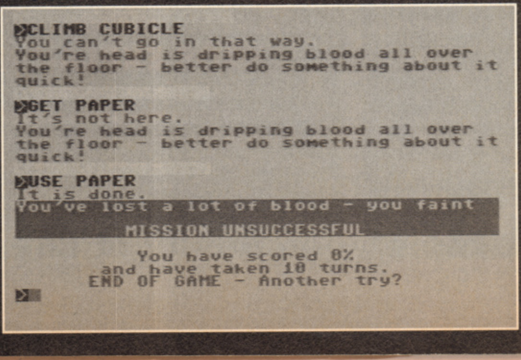
```
                *******************
                *T H E   D A R E*
                *******************

You are Frederick Davies and you have
been studying hard for a degree in law.
The examinations are now over and it is
Friday Night, so you and your friends
decide to "let down your hair" and go
out for a "night on the town" to
celebrate the end of the examinations.

So you set off for "The Swan" public
house and after a heavy drinking session
you are dared to try to get out of the
large Department Store in town after it
has closed.

Somehow you are talked into it and your
so called friends have taken all your
clothes and left you locked in a toilet
with nothing but your underwear.

           Press any key to continue
```

We dare you to actually play this dire game.

"Mrs God here (I love that joke), with the ultimate qualification for reviewing this game – I did very much the same thing for a bet, except I was tied naked to a horse which was sent into town, and I had to get off before it reached the town square. I didn't, but at least I made the papers.

"Enough about me, though – it's very important that I talk about this game – it really isn't very good, you see. In fact, it's worse than that. You start your little adventure standing in a toilet cubicle in the dark, with your head dripping blood. From this point onwards, you may as well give up, because no matter what you do, you've consigned yourself to typing in words, and being repeatedly told you either can't do that, you can't go that way, what you've tried is impossible, you can't see anything, you've fainted, or you've set off the security alarm. A game based on escaping from a toilet is a thoroughly crap idea, especially when you can't see a thing, you're slowly bleeding to death and there are no objects available to you. I rather suspect this is more a parser problem than anything else, but either way, this game is unplayable. Everybody likes a game in which you can settle down to solving some really meaty problems, but this game is just discouraging."

10%



```
>CLIMB CUBICLE
You can't go in that way.
You're head is dripping blood all over
the floor - better do something about it
quick!

>GET PAPER
It's not here.
You're head is dripping blood all over
the floor - better do something about it
quick!

>USE PAPER
It is done.
You've lost a lot of blood - you faint

          MISSION UNSUCCESSFUL

          You have scored 0%
       and have taken 10 turns.
      END OF GAME - Another try?
>
```

Here's the rather gruesome start to a game that doesn't really make you want to bother going much further.

MERLIN

Believe me I know from experience that nobody in Arthurian days talked in that olde worlde style. For instance, if you were Merlin, would you really have said, 'I welcome thee, King Arthur as My Sire Lord The Shining Inspiration Of Our Forces'? Or would you have said, 'Hi Art'? And while I'm having a whinge, Guinevere is a blimmin' silly name if you ask me, so we'll call them Art and Gwinny (well, that's how I know them)..

Gwinny's just been nobbled, by the way. She's being held in the nearby Boscastle which is, incidentally, a castle. Great. I think we'll rename this mag to *Commodore64Magazine*. Nice and creative. Oh, about Gwinny – just send along a knight or two.

But they're all taking part in a tournament. As the high wizard to Arty, you have the same sinking feeling in your stomach the minister for defence gets when they find out that all the millions of pounds we've been spending on paratroopers has been blown by the Red Devils trying to perfect the six-pointed star formation, instead of actually working out ways of killing more of the enemy.

As Merl, then, you decide not to disturb the Knightly game of cribbage, and go along yourself to rescue her, without weaponry, armour, a horse, or even a brain (Merl is traditionally a scatty bloke). Still, he's got his magic to help him. That's why the opening description lets you know exactly how rubbish you are at magic. Still, you mustn't disturb the knights, so it's 'one man against the world' time.

As far as the parser goes, there are the extra commands LOIN, LOUN, etc (see elsewhere on this page), as well as the standard bits you'll find in any text adventure you care to name.

After two text adventure reviews, there isn't really much more to say about this one – the descriptions are clear and sometimes fun (if a little short), and the parser is fairly powerful. That's about it, really. Of all the adventures we've seen this month, this one ranks

78%

PD FORMAT DIRECTORY

Okay, so this is an idea that Dave swiped from his old magazine *Amstrad Action*, but why not – reader directories really are a GOOD THING. This one in particular is a little list of public domain libraries and when you think about it, it's pretty essential, because we don't give you contact addresses for the PD that we review. Why not? Well, most PD is available from most libraries do recommending one place seems a bit unfair (it's a bit like reviewing a book and saying it's available from Waterstone's, when in fact it's available at all bookshops). But now you can just browse through this list and decide who you'd like to order the software from. Send the libraries of your choice some SAEs and they'll send you back a catalogue of their stuff.

This list is by no means exhaustive, though, so if you run a C64 PD library that you'd like to be included, just drop us a line, and we'll be sure to slip you in. Write to Public Directory, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. That's also the address for all PD libraries and PD programmers to send their latest software to as well, so that we can let the world know what's available. You know it makes sense.

BINARY ZONE PD

34 Portland Road, Droitwich
Worcestershire, WR9 7QW

ELECTRIC BOYS

917B Brighton Road, Purley,
Surrey, CR8 2BP

FOX PD

6 Sturton Avenue, Goose Green,
Wigan, WN3 6SZ

KINGSWAY PD

72 Glencoe Road,
Sheffield, S2 2SR

MK PD

1 Westmore Close, Burrows Park
Northam, North Devon, EX39 1SR

PENSNETT PD

21 Tiled House Lane, Pensnett,
Brierley Hill, West Midlands DY5 4LG

UTOPIA PD

10 Cwmaman Road, Godreaman,
Aberdare, Mid Glamorgan, CF44 6DG

More juicy choice cuts from the EDOS collection selected by Simon Forrester.

EDOS YOU KNOW

SECRET DIARY OF ADRIAN MOLE

There have been those who claimed that the book this game was based on prepared them for adulthood. As far as I was concerned, it was just a warning about how truly dire life could become if you eat too much marmalade. It was very funny, though, which ever way you looked at it.

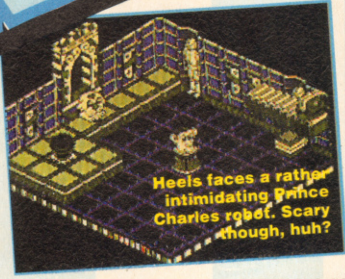
Thankfully, this is a book that the programmers had the good taste to turn into a text adventure rather than a platform game, a decision that has almost definitely saved them from probably the most scathing review the world has ever seen.

The first thing that strikes you about this game is that a good deal of originality was used, and that the programmers haven't just stuck to the plot of the book into an adventure-writing utility and hoped for the best. The second thing that strikes you about Mole is that it wasn't written by Sue Townsend. If you've ever played *Hitchhiker's Guide*, you'll know all about the benefits of Douglas Adams having written it. With Mole, things aren't as easy, but you'll have an entertaining time nonetheless.

As with most commercial text adventure releases, the parser is reasonable, accepting most of the usual commands, and not getting in the way of the plot too much.

The only thing that you've really got to decide before you rush out to you nearest EDOS stockist is whether you actually like text adventure games – this is a perfectly adequate specimen, but if you don't like that style of game in the first place, you're wasting your time – this is the kind of game you'll either like or loathe, and if you'd prefer not to spend your free time reading, there isn't much here for you.

80%



Heels faces a rather intimidating Prince Charles robot. Scary though, huh?

HEAD OVER HEELS

Way back in the mists of time, there was Ultimate software. Though they had nothing to do with this particular game, they produced a natty little title by the name of *Knight Lore*.

The twist that made *Lore* not only so popular but so valuable to the history of computer gaming was that the entire thing was done in isometric 3D. For those who aren't up on their maths, that's the type of 3D where every line has either a 30 or 60 degree angle, and you wander around not really sure whether a block is right in front of you or at the other side of the screen and very high up. More recently, this game style has crept into other big titles on the consoles, but we know we did it best when Jon Ritman and Bernie Drummond wrote *Head Over Heels*.

HOH is the story of two dogs, namely Head, who is incredibly light, enabling him to jump quite high, and who has little wings under his arms which help him glide on his way down, and Heels, who has no such ability, but can move like grease lightning (whatever that is).

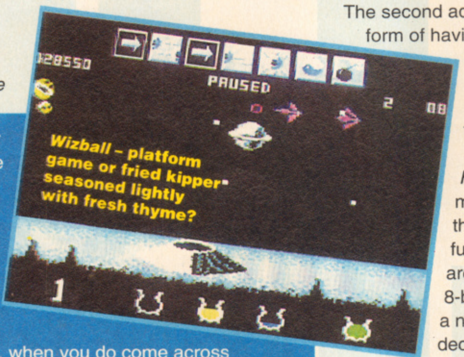
Anyway, these two canines start off stuck in different parts of the enormous game area – what's worse is that they're actually in the same room to start off with, but separated by a large wall, and so have to use different doors, which takes them wildly out of each other's way. One of the main elements of the game is the chase to actually unite the pair, so that Head sits atop Heels, and the two can act as one.

This game is made even more interesting by a number of gameplay additions that earlier isometric titles didn't see. First, these are several special devices scattered about the place that when collected will give even more power to the player. The second addition to the theme comes in the form of having two characters to control – you basically switch between the two whenever you feel like it, and so have, in effect, two different games to play for quite a while.

As for standard game criteria, *Head Over Heels* is absolutely massive, with some incredibly well thought-out puzzles that are not only fun but mentally taxing. The graphics are some of the best to be found on the 8-bits, courtesy of Bernie Drummond – a name that carries weight in the decision to buy any game.

All in all, *Head Over Heels* is definitely a game to rush down to your local EDOS stockist and order.

90%



Wizball – platform game or fried kipper seasoned lightly with fresh thyme?

WIZBALL

You may think religion is all about going to church and being kind to people in the hope that you'll achieve some kind of immortality (wake up), but it's also been the cause of most major wars in the 20th century. Religion doesn't have to be anything incredibly holy, by the way – you just have to believe in something.

The reason I'm telling you this is because there was a religious war in Britain about five years ago – though the event didn't receive much press publicity at the time – in which an entire town folded in on itself and started fighting over one small fact: is *Wizball* a platform game or a shoot-'em-up?

The game itself is all about bouncing around a horizontally-scrolling landscape, filling cauldrons of different-coloured potions in an effort to complete the level. However, there are things you can kill by shooting at them. There are also platforms in the form of pillars, and things to avoid in classic platform fashion. So some say that this is just another platform game in which you shoot things, whereas others point out that there are hardly any platforms and, when you do come across them, they're obstacles rather than something to stand on. It's usually around about now that the first group of people slowly draw knives, and the second ease fresh clips into their handguns and stare group one out.

All this is actually irrelevant when we get down to is, as this is a game that, whether you believe it's a platform game or a small, brown, disgruntled antelope from Peru, you're bound to enjoy it. The action is constant, your reactions will definitely be tested, as will your brain. Basically what I'm saying is that *Wizball*'s good, okay?

85%

EDOS EXPLAINED

EDOS stands for Electric Distribution of Software. Basically, certain shops (such as John Menzies and some Future Zones) have a load of games 64 games saved on a massive computer storage device which they can copy on the spot for you. To find out where your nearest EDOS service is, contact Software on Demand on 0782 566566.

Out Now from Psygnosis

Leap into action on C64

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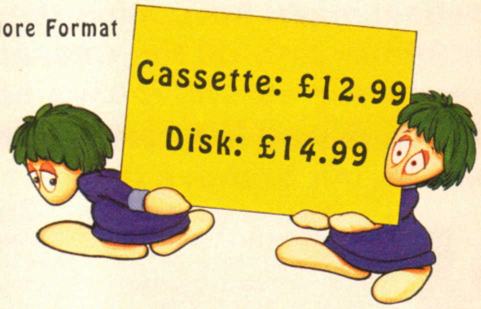

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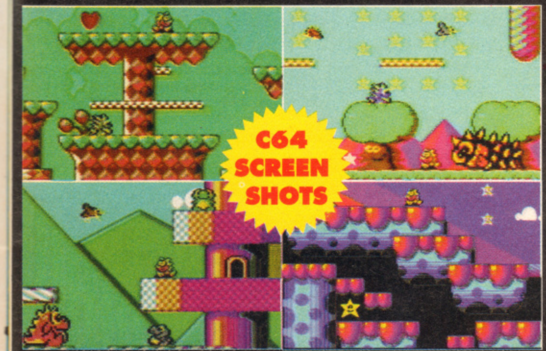

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MAKING 10TH DAN

Mayhem might have been the greatest platformer ever on the C64, but Jon Wells reckons there's still room a beat-'em-up that knocks all the competition for six, and he's out to prove it...

DIARY OF A GAME: MONTH ONE

Now *City Bomber* is complete with *Escape From Arth* and *BreakThrough* nearing completion it's time to get ready for a new project. But I'm looking for this next project to be something special, something that'll give you an idea just what the 64's really capable of. I also want it to be one of the most swiftly-produced (decent) games ever of the C64. This is the reason for contacting Phil Nicholson – y'see this time there will be two programmers/graphic artists working with this project, as well as one of the best (well we think he's the best) musicians on the C64, namely Paul Hannay.

With this combined effort, not only will the game be programmed and released a lot quicker, but it'll have extremely compact and unique routines, to get it looking and sounding great, while hopefully moving graphics and operating code as fast, if not faster than the 16- and 32-bit rival machines (yeah, well, we can try, okay?).

INITIAL IDEAS

First we came up with an early design for a multi-directional platform game called *Vegpire*. This would feature eight-way, full-screen, colour scrolling with collect-'em-up platform action. The plot of the game was based on a veggy vampire called Vincent who had to restore peace in the Outerwurlde, while rescuing his village friends from the Underwurlde of Evil Baron Braculla.

Although the main background scrolling code was complete, we decided to postpone this for the time being. Y'see we wanted to produce a game that was the very best that could possibly be produced of its type on the C64; but Apex's *Mayhem In Monsterland* had already nabbed that position in the collect-'em-up platformer stakes.

In the end we decided to go for a more serious style of game instead, a type of game that hasn't utilised the 64's capabilities to the fullest extent yet. And we reckoned that type of game the 64 really needs a good version of is a beat-'em-up

Although it's basically going to be a karate sim (the main characters will be as big as the *International Karate* and *Fist* sprites – that's three sprites high and three across), it's going to have a lot more moves than any previous beat-'em-up, and for the first time ever each bout will be displayed in a double-screen, full-colour, bi-directional, scrolling landscape – phew! That's a left- and right-scroller, and we're hoping to move this at almost any speed, which would be an amazing achievement, not only for us, but for the C64 as well – fingers crossed everybody!

> *"Each bout will be displayed in a double-screen, full-colour, bi-directional, scrolling landscape."*

That's not all – we're also hoping to achieve all this plus loads more features (like bonus rounds, for example), in one solid load! This may seem impossible, but we've done a fare amount of research into this possibility, and there's a 90 per cent chance of seuckcess (oops! Sorry, wrong feature). No MULTI-LOADING! Whhaaaat!?

DESIGNING

Once some of the main features were thrashed out, we needed a more thorough approach to the design. What would be the graphical setting? Past, present or future? How would the game be played? What features would be included?

The obvious solution was to look at the classic 64 beat-'em-ups of the past. So after playing more beat-'em-ups than seems healthy, we complied a list of their best and worst features. Finally, we contacted a few mates in the 64 scene for their views on beat-'em-ups.

The hardest part was thinking of a name that would be easy to remember, but not ridiculous or so dull it didn't stand out from all the others. Hmmm. We couldn't just call it *Way of the Exploding Toenail*, for instance while *Karate Capers* sounded like a Hannah Barbera cartoon.

Actually, the name was staring us straight in the face. We ended up calling it by the aim of the game which is *10th Dan Karate.*

THINGS TO COME

The game is set in the ancient East and the aim (if you haven't already guessed) is to kick, punch, bash and smash your way through the black belts from Novice to 10th Dan and achieve Grand Master Status.

Sounds easy? It won't be. For a start you'll have to fight through the different belts for every Dan (unlike in *IK+* and *Fist*); in other words you'll start off as a Novice/White Belt, but once you've worked your way through all the other belts and defeated the Black Belt you'll become a 1st Dan/White Belt. Get the picture? The highest level will therefore be 10th Dan/Black Belt.

Bonus rounds will be included, but for those who'd rather keep fighting a Cancel Bonus option will be available. The classic two-player mode will also be available, as well as a new mode to the genre – a practice mode. "What's so new about that?" you might think. Well, instead of just attacking a static fighter, the computer player will move about the play area, but he won't attack you! This'll give you practice at hitting moving targets.

Another feature which hasn't really been utilised before is interaction with the backdrops. The backdrops in most beat-'em-ups are mainly there to look pretty. *10th Dan* will be different, because the players will be able to move behind trees and foliage or under ancient bridges, or fight in flowing streams and waterfalls, or even do battle on the edge of a high cliff.

All these will have an effect on the gameplay. For example, it will be harder to judge your moves when fighting behind trees because you'll be partially hidden, and fighting in the stream will affect the speed of your moves.

ENOUGH THEORY

In the following months you'll see how our latest project is getting along. From the initial design of development, to programming and incorporating the graphics, music and sound effects, and adding those final touches of presentation, we'll keep you updated. We'll also be telling you some of the problems we encounter, and how we combat them!

CREDITS

Let's roll out the barrel.. er.. credits! Three people will be involved in this new project – Phil Nicholson (Known to his friends as Betrayer on the demo scene), Jon Wells (that's me!) and Paul Hannay (The Feekzoid!) – we're the SPACETIME crew. And don't you forget it.

LET THE CODING COMMENCE

Next month we stop dreaming and start coding, so be here to discover whether we can match our aspirations with some serious action. Stay tuned.

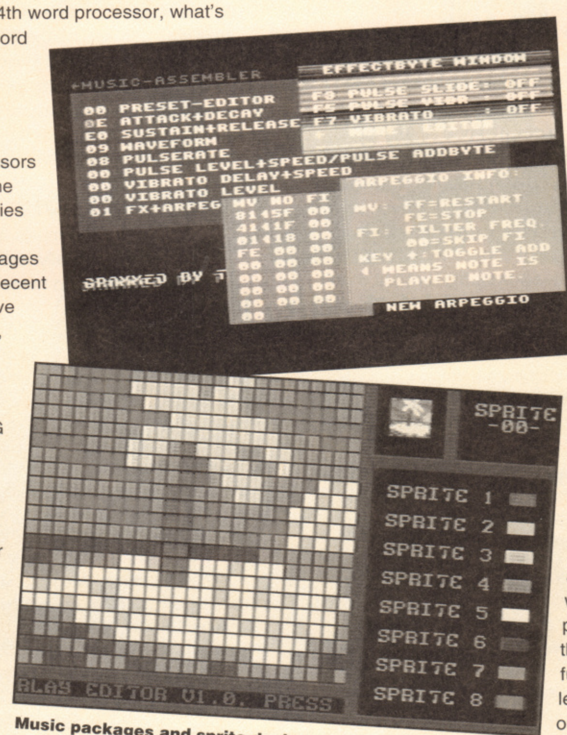
BZ UTILITIES COMPILATION 1

Binary Zone sent us a tape stuffed full of 50, count 'em (no don't actually), 50 utilities. We asked Simon to investigate. He turned us down politely. So we forced him...

We see a lot of utilities here at *CF*, you know. Normally we get them one at a time – which is fine. But, and I'm sorry if I'm offending anyone by saying this, but I'd rather eat the entire Peterborough phone directory than sit down for a week to review 50 utilities on one tape. Think about it – after your 14th word processor, what's left to be said? One word processor does very much he same as another, you know.

Well, there are a couple of word processors on this tape, though the majority of the 50 utilities are made up almost entirely of music packages and sprite editors. A decent *Tetris* clone would have broken things up a bit, frankly, but instead we've got loads of music packages and loads of sprite or UDG designers and not much else.

I'm still faced with a problem, though – how the hell am I ever going to review two sets of 20-odd programs that do exactly the same thing, without making it sound boring toward the last ten or so? The answer; I can't – it's a job too big even for me. So instead I'll review all the sprite designers at once, and all the music packages at once. So, feeling like one of those mad people who play chess against 17 people at once, that's what I intend to do. My only hope is that someone will find this review and know my fate – I died of boredom.



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0E ATTACK+DECAY           F7 VIBRATO    : OFF
E0 SUSTAIN+RELEASE        ← MODE: EDITOR
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08 PULSERATE
00 PULSE LEVEL+SPEED/PULSE ADDBYTE
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01 FX+ARPEG MV NO FI
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Music packages and sprite designers dominate this tape.

THE SPRITE DESIGNERS

I'll throw the UDG designers in this category as well, mainly because they don't really come under the musical classification. Sprite designers, quite obviously, help you design sprites for use in your own programs. There is a quite a variety available on this compilation, the best of which let you test animations between different sprites, give you access to the full colour palette and save the sprites in a useable form. Very few designers actually go the whole way, though – there aren't that many with cut and paste facilities that go much further than letting you copy one sprite on to another, so that you can change it slightly to get your blokey to walk, for instance.

If you take a look at an art package such as the *OCP Art Studio* (a commercial release not available on this tape), not only can you cut and paste images, but you can stretch them, alter their size, flip them and distort them in many other ways. Sprite designers are never really this complicated, as they're usually designed for artists to use, and not programmers.

Probably the best two packages on the tape are *Sprite Designer V1.1* and *Sprite Editor V1.3*. If you were to buy this tape only for these two (or one of them, at least), you'd be getting your money's worth.

MUSIC PACKAGES

When I first looked at the inlay for this tape, I thought 'my, what a lot of sprite editors'. I then counted the music packages, and passed out. 10 of them? Who the hell needs 10 music packages?

There was a composer once (I can't remember his name, because I'm common) who wrote several pieces of music simultaneously. That's one person, though, and I suspect he'll have died a long time before the C64 came out. I don't think he's reading.

As someone who once wrote a soundtracker, I know that there's never really much to choose between different music packages. For this reason, I'll cheat on this review and use the fact that Digital Graffiti, AKA Apex, AKA Those Blokes Who Wrote *Mayhem* recommended the *USA Music Assembler* and so I, in my infinite wisdom and divine reviewing powers, recommend, wait for it, the *USA Music Assembler* from this collection.

OTHER BITS

There are actually a few variations on the old 'loads of sprite packages and enough music editors to float a battleship full of jazz fans' theme, but kind of ruin the big gag behind this review. Besides – I blimmin' hate jazz.

You see, there are about five word processors in one form or another – probably more, depending on what FLI and EMC mean. You'll also find a video sorter, whatever the hell that might be.

Ah, now this is more like it – an assembler. You'll need one of these because we're planning a course on getting into machine code at the lowest level, and if that sounds like the kind of thing you want to get into you'll need an assembler, and a good one at that.

A FINAL FING

So I've got to come up with a mark that sums up the performance of nearly half a ton of packages, have I? The final mark represents not only the performance of the software (which is generally not at all bad) but also the pointlessness of putting together a compilation that may as well have been called *Repetitive Tape No 1*. Then again, it does only cost a fiver and if you find three programs you regularly use, that's not a bad return for the outlay. But a bit more variety would be an even better value.

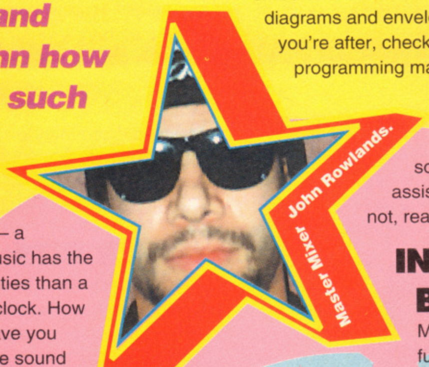
70%

COME AN' GET IT

If you want to get your hands on this tape , just send a cheque or postal order for £5 along to Binary Zone PD, 34 Portland Road, Droitwich, Worcs, WR6 7QW.

GET INTO THE GROOVE

Have you checked out the covertape Mega Mix demo? Impressed? So were we, so we asked MC64 Steve and Professor John how they produce such wicked grooves...



Let's face facts – a lot of game music has the harmonic qualities than a broken alarm clock. How many times have you resorted to playing with the sound turned down before the music sent you insane? Sadly the art of writing decent game music is a neglected one, which is a shame, because, like in a feature film, decent music can really lift a game by adding to the atmosphere. And at its best, in-game music can produce stuff that you'd even want to listen to outside of the game. So, what makes good game music? That's what you're about to discover.

TECHNICAL INFO

There isn't any, basically. Not a shred of it. If it's waveform diagrams and envelope tables you're after, check out any decent programming manual or reference guide. However, if you're serious about writing music for games and need some practical, understandable assistance, read on. And if you're not, read on anyway…

IN THE BEGINNING

Music has always been a fundamental part of C64 games, and this is down to one simple factor – the SID chip (or Sound Interface Device). It's flexible, has three voices and all manner of filtering and sound distortion techniques. Heck, even the volume control register can be used to play samples. It's just a shame that more people, particularly the musically minded ones, don't produce music on the C64. It's easy when you know how, and that's what we hope to prove.

In the early days, C64 music wasn't anything to write home about. It wasn't commonplace, and if you managed to find a game with some sort of sound track it was usually 'beep' (which might have excited Laurie Anderson but rated only slightly higher than 2 Unlimited on the musical accomplishment scale).

Two men changed all that, and it started as early as 1984 when Gremlin Graphics released *Thing on a Spring*, a game that contained an amazing soundtrack by Rob Hubbard. No, not the bloke who invented Scientology. Basically he was the God of C64 music, and classics such as *Sanxion*, *Delta* and *Skate or Die* were all down to him. What a guy.

He was followed by Martin Galway, nephew of James Galway, whose mellow and psychedelic style was admired by millions. Even today, his music for *Parallax* and *Wizball* remain superb. But as quickly as the music scene developed, it subsided. Rob disappeared to the States (to work for Electronic Arts), and Martin Galway... er... what DID happen to him? Shame.

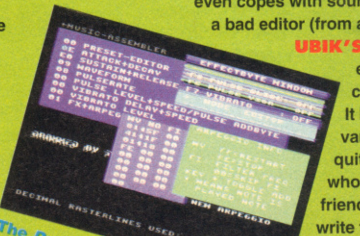
INSPIRATION

Creating and writing music is a difficult process. In fact, it's virtually impossible to translate whistles and hums into something

CLOSE TO THE EDIT

Music editors are thin on the ground, especially commercial ones, but here are a few to look out for.

ELECTROSOUND (Orpheus) Before we started writing games, we used to just sit down and write music, the editor being *Electrosound*. Getting hold of a copy nowadays would be very difficult, but if you do manage to track it down, load it up and have a bash. It's a relatively user-friendly system, but unfortunately the tunes sound very similar to each other (owing to the preset drums and limited voice-creation). If you can get hold of the compiler, it's possible to incorporate your masterpieces into any games you've written – it even copes with sound effects. Overall, it's not a bad editor (from a nostalgic point of view).



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00 PRESET-EDITOR
0E ATTACK+DECAY
E0 SUSTAIN+RELEASE
09 WAVEFORM
08 PULSERATE
00 PULSE LEVEL+SPEED/PULSE ADDBYTE
00 VIBRATO DELAY+SPEED
01 VIBRATO LEVEL
FX+ARPEG
EFFECTBYTE WINDOW
F7 VIBRATO
ARPEGGIO INFO
NEW ARPEGGIO
DECIMAL RASTERLINES USED:
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The Dutch USA Music Assembler – a recommended PD purchase.

UBIK'S MUSIC (Firebird) This editor is a little complicated for a beginner. It has a mass of options and variables, and demands quite a lot of patience. The whole package is very user-friendly, but it's very difficult to write tunes spontaneously without prior knowledge, which involves ploughing through the mass of instructions. Novices, steer clear.

DUTCH USA MUSIC ASSEMBLER (Binary Zone) This is a brilliant music editor, and is fairly easy to use (even for a beginner). Editing voices is a cinch, and tunes can be built up easily by using a series of different sequences. It has the drawback of being a disk-only product, but Binary Zone are currently updating it to cope with cassette. It's user-friendly, produces impressive results (check out *Sceptre of Baghdad*), and, most importantly, you can get hold of it easily.

FUTURE COMPOSER (Binary Zone) Before *Dutch USA* appeared, this was by far the most popular music creation utility. Originally written by Charles Deenen from the Maniacs of Noise, it has since been updated by countless PD programmers, each adding more and more features. It's flexible and user-friendly, but is geared slightly more towards the experienced computer musician. Both this and the *USA* editor (along with quite a few others) are available from Binary Zone (see pages 27 and 25).

recognisable and half-decent on the C64. When you are creating computer graphics you have an idea for a picture, you draw a sketch, and nine times out of ten the finished drawing on the computer is what you expected to see. Music is a totally different bag of worms. For a start, music editors are very thin on the ground compared with graphic editors, and there are very few commercial ones available (see the Close To The Edit box-out).

Secondly, the actual translation of an idea into a musical piece takes time, and can often be frustrating. How many times have you sat in front of a piano attempting to play *Chopsticks*? Exactly.There's no substitute for practice, and if you have access to a piano or keyboard of some sort, sit down and tinker with it for a while.

MC MAYHEM'S MEGA MUSIC MIX

Believe it or not, we actually enjoy listening to some of the tunes we produce. Here are our top five favourites from this month's demo...

1 ***Creatures:*** **SHOP – After the pounding uptempo beats of the levels and torture screens, this is a very mellow and relaxing tune. It's also based on one of our favourite Summertime records.**

2 ***Retrograde:*** **LOADING THEME – This builds up a great sense of excitement and anticipation for the game to come, and is also a technically excellent bit of music.**

3 ***Creatures:*** **TORTURE SCREEN 3 – This was originally written to be the title music, but was put into the final torture screen because of the high and low points which coincided with the action.**

4 ***Creatures:*** **THEME – This sets the mood perfectly, and is very reminiscent of the music from old Hanna-Barbera cartoons. Well, let's face it, if it makes Clyde dance it must be good.**

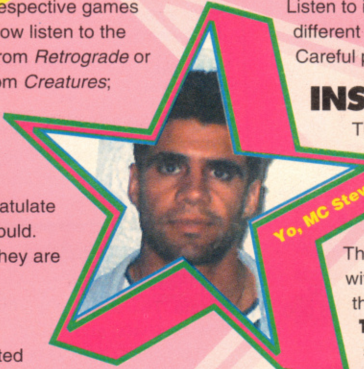
5 ***Retrograde:*** **THEME – As with the *Creatures* theme, this also serves to set the mood. It generates a space-tech feel, switching to a faster beat to urge the player on.**

There'll be loads more *Mega Mix Music* on next month's Power Pack.

THE MOOD

So you've thought up an incredible piece of music. You can't get the tune out of your head, and you're bursting to include it in your latest game. In fact, you could be making a big mistake. Ask yourself this question: is it suitable?

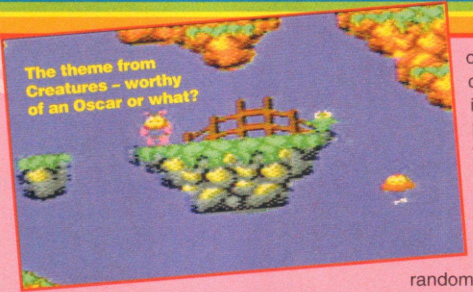
Let's approach this from another angle – boot up this month's *Music Mega Mix* and open your ears. Music, apart from sounding good, also needs to be functional. A tune without a purpose is, well, useless (as 2 Unlimited prove time and time again). Check out the title music on *Cyberdyne*, *Retrograde* and *Creatures*. They're all dramatic in one way or another and generate atmosphere for their respective games (which is essential). Now listen to the GAME OVER music from *Retrograde* or the high score ditty from *Creatures*; slow, sad, mournful even. And the GAME COMPLETE tunes? They're lively, celebratory and congratulate the player, as they should.


Yo, MC Steve.

Most importantly they are functional, and were included in the games purely because they sounded right and suited the situation, not because they happen to be good tunes (which they undoubtedly are). *Mayhem* is the exception to the rule, and uses interactive music which changes as you play. Take a stroll through Jellyland and listen to the music switch as Mayhem enters different sections. There are fast, uptempo tunes for the hectic parts, and slow, mellow tunes for the empty bits. It all helps to create an enjoyable atmosphere (we hope...).

I HEAR VOICES

The SID chip only has three voices (or sound channels), compared to the four voices of big brother Amiga. This isn't too restrictive if you're careful and plan ahead. Very rarely are the three voices separated (eg, voice one for the bass, voice two for the tune, and voice three for the drums). Instead, rhythms and riffs are combined wherever possible to obtain the most 'action'. All of the *Mayhem* in-game tunes on next month's Power Pack demo use just one voice (check out Cherryland 2 and 3 in particular). Similarly, the in-game tunes from *Creatures* on this month's demo use only one voice. This is done so that the remaining two voices can be used for the in-game sound effects. Clever stuff, eh?


The theme from Creatures – worthy of an Oscar or what?

Most impressive of all is the MULTI VOICE tune in the demo section of next month's *Mega Mix*. Listen to it carefully, then try to work out how many different riffs are playing at once. How's it done? Careful planning and an awful lot of patience.

INSTRUMENTAL

The C64's SID chip doesn't actually have instruments as such – they are merely waveforms (variations of a SIN wave, which is how all sounds are produced). There are four different waveforms, each with different qualities, and clever use of these can produce impressive results.

TRIANGLE WAVE – This is very similar to a SIN wave, but is slightly more triangular (surprisingly). It produces sounds similar to that of a flute or xylophone. See *Creatures 2*, *Torture Screen 2*.

SAWTOOTH WAVE – So called because it looks like the edge of a saw, this is a versatile wave which covers roughly six different harmonics. It can be used to simulate the trumpet, oboe and clarinet and is even more effective when combined with filters.

PULSE/SQUARE WAVE – Regarded as the most useful of the four waves, because the pulse low/high time (the pulse width) can be altered to produce radically different sounds, thus affecting its harmonics. Pulse is often used to emulate the piano, organ or banjo. Listen carefully to *Mayhem*'s in-game tunes.

Happy, happy, happy, happy land – with music to match.

NOISE WAVE – This is basically sound with no set frequencies, usually read from an un-musical source (ie, random values). It is used extensively for drums, cymbals and other such crashes, bangs and effects. See MAYHEM TV.

ENVELOPES – The C64's range of instruments are pretty dull on their own, but thankfully the 'envelope' of any particular sound can be changed to suit the requirements. An envelope has four parts;

● **Attack** is the time it takes the note to reach full volume and is usually very short.

● **Decay** is the time taken for the volume to drop from the attack to a steady level.

● **Sustain** is a steady period, where the sound wave remains constant, and finally the release is the time taken for the level to drop to zero.

Let's look at it another way. Sound is generated by energy. If you were playing a flute, for example, a constant stream of energy is required to play a constant note, and therefore has a short attack, an even shorter decay, a long sustain and a short release. However, a guitar string will continue to vibrate and produce noise, and therefore has a zero attack rate and a long decay (as do most percussion instruments). As we've re-iterated many times, there's no substitute for practice. Sit down and experiment – that's how the best tunes start.

FILTERS

Filtering is a process that cuts out a section of unwanted noise, and often enhances the tune considerably. But filters have one drawback – no two C64s are the same, and there is, in fact, a 20 per cent filter difference built in to every C64. We could write an amazing piece of filtered music, but it would probably sound duff on everybody else's computers. That's why most of our music from *Creatures 2* onwards is unfiltered. Vanity comes at a price, and filtering carries the same risks as a face-lift – you think it's excellent, but everybody else doesn't.

So what are you waiting for? Get composing, and let us hear the results – they could end up on the Power Pack. CF

DEAD EASY SCROLLS

Part 2: Paul Black tells you how to put the colour into eight-way scrolling and explains how the scroller program on this month's covertape does its stuff.

Storing bitmap screens is a nightmare on the '64. The size of the visible screen dictates the memory requirements proportionally; a full 40x25 character screen on the 64 is going to eat 1,000 bytes (1k), and if you include colour info that's another 1,000 bytes. You can see where this is all going... total lack of memory. So how do the professionals squeeze multi-level games into 64k ?

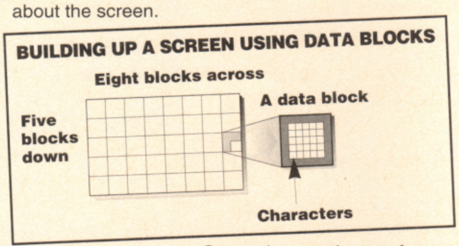
Don't ask me. Ah, I'm getting paid for this aren't I? Okay then, yes I do know. The problem can be tackled in two ways (well three if count giving up):

1 Load each screen into RAM as it's required. Fine if you own a disk drive (well, not really), but for tape users it's a big no-no. Also, you can forget scrollers as that dynamic Mr Raster will never fall for the old, "wait a minute while I load some data from the drive," story. He's busy racing down the screen and waits for no man!

2 Sensibly, you can go for compressing your screens using some design compromise and a little programming knowledge...

The game creation utility *SEUCK* uses the classic screen compacting technique called.. well, er, some call it block compression, others call it level blocks, there's no real term for it – but it works and very well, too. Here's how…

Let's say you have an idea for a game which needs 60 screens. If you stored these character by character then you'd run out of memory very quickly, so you need to use some design compromises and define screens using clumps of characters or blocks. The most common size of block is the five by five, thus requiring 25 bytes of memory per block. Using this size of block you can fill a screen using a mere 40 bytes (eight across by five down). The only overheads are the data for your blocks and the routine that distributes these about the screen.


BUILDING UP A SCREEN USING DATA BLOCKS

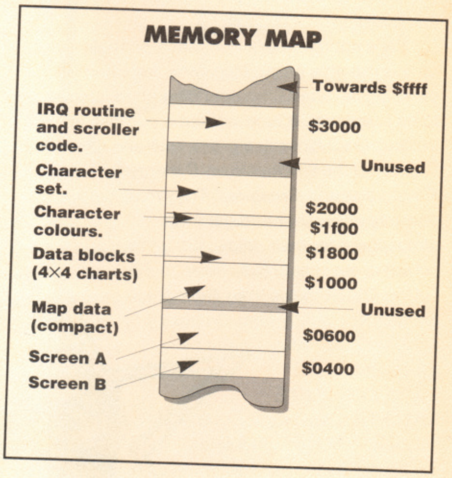
So you have a dream of a game with a pulsating 60-screen action-packed map, each screen defined in blocks of 5x5 (25 bytes). You've conveniently calculated that the screens can be designed using 32 different blocks, so that's 32x25 bytes per block which is 800 bytes; that's 60 screens at 40 reference bytes each (a total of 2,400 bytes) and by chance you've designed a routine to handle the distribution of these blocks weighing in at 128 bytes (it's machine code you see – very tight). That gives you a total memory requirement of 3,328 bytes versus 60,000 bytes for the original screens (remember a screen's-worth of graphics on the C64 takes up approximately 1k), a saving of over 56k (or 56,000 bytes), good grief!

THE SCROLLER CODE

The scroller on the covertape is a simple first-cut implementation of the theory I've been describing. It incorporates scrolling within full colour, handles various speeds and uses the map block technique discussed over the last two months. The dimensions of the scrolling map are 32 blocks across by 64 down while the blocks are 4x4 (with each character in the set having its own individual colour) so the whole lot takes roughly a 16th of the memory required to store the entire map, plus the data blocks, colour table and character set information.

The code is fully annotated (whether these are useful is another matter...). A sample character set and background have been knocked up using the *Graphics Editor* by Firebird (which is probably harder to find nowadays than the first issue of *Viz* but there are plenty of good PD programs about to do the same job, only cheaper) and the coding was done using *Laser* and *Mini Office 2* (*Mini Office* so I could edit comments more quickly).

It's probably worth a look at a few important variables and the memory layout first:


MEMORY MAP

There are four chunks of memory devoted to data, these are: map, blocks, colour and character set data. Two screens are mapped into memory between $0400 and $0C00.

The scroller code starts at $3000 to around $3C00 (that includes a colour buffer and masses of data). Two variables CLOCK and CLOCKED appear quite a bit – CLOCK is used to store the current phase of the scroller (ie, how far it's got to go before it reaches the next character seam) while CLOCKED is a precaution to ensure that the routine doesn't do the same phase procedures twice.

As a point of note, the final phase, which flips the screens and dumps character colours, is kept until the last moment. This is important because these two operations should only ever happen when the program has crossed the character seam, no sooner or later.

The scrolling window has three types of co-ordinates, which come in pixel, character and block sizes. Character and block co-ordinates are directly calculated from the pixel versions. The reasons will become apparent if you follow the code; the different types basically increase the execution speed (all important with interrupt routines as I'm sure you know) and are very convenient for the

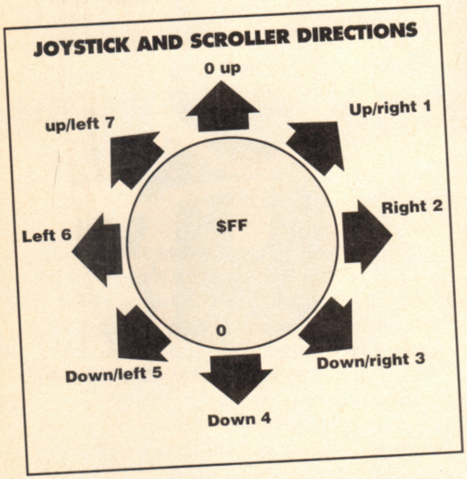
THE STORY SO FAR...

The Readers' Digest abridged version of last month's thrilling installment…

Scrolling is good. Therefore it's a good idea to learn how to do it. The C64 stores its screen in character blocks of eight by eight pixels. If we moved the screen whole character blocks at a time the effect would be jerkier than an arthritic spider at the end of an all-nighter. But, ta-daa, the C64's VIC chip lets you move the screen a pixel at a time, but only up to eight pixels, after which the new character blocks have to be introduced – the point at which this happens is called the character seam. To make sure you don't see this happening there's an area of screen you can't see called the hidden screen which is one character wider than what you actually see. This is where all the exciting appearing and disappearing of blocks takes place (off the edge of your monitor). Confused? You will be…

scroller as many chunks of the code need one or more types for things like block calculations. The SPEED and DIR variables correspond to scroller speed and direction of the scroll.

Directions are in the range 0 to 7 (see the diagram below). Speed is restricted in this design to a value between $0001 and $0200. There are a lot more variables, constants (such as where screens are and blocks) and some involved data tables, but the code is liberally sprinkled with comments and so shouldn't prove to much of a puzzle, hopefully.


JOYSTICK AND SCROLLER DIRECTIONS

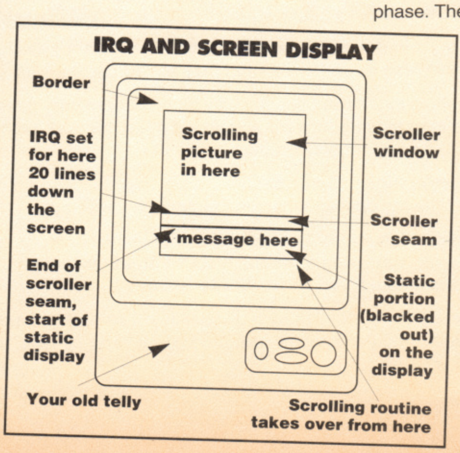
The MAP variable is actually a pointer (a nasty word to beginners), pointing to the start of the map data. It's a pointer so that you can store a map anywhere in memory; so if you have, say, three maps, all that needs to be done to access them is to change the map pointer to the start address of each map as and when required. That's enough talk on variables – now to get down to the heavies of coding.

HEAVIES OF CODING

The first thing the program does is set a few VIC registers for screen and character colours, then it sets the interrupt vector to the ISR (interrupt service routine); after that it clears the interrupt flag enabling 'em to begin. Finally it mindlessly loops doing absolutely diddly squat forever, 'cos we don't really do anything 'mainline' we're interested in interrupt driven routines.

While the 'main' program is busy doing its vital (not) loop, the raster scans its weary way down the screen until it reaches line 20 in character terms which causes an IRQ (interrupt request). This IRQ has come about because we asked for it in the set-up code, why else?

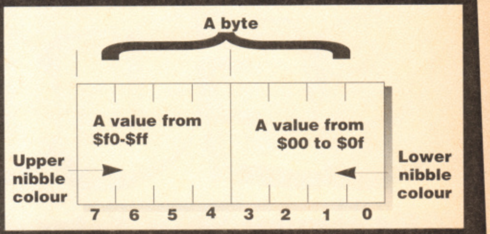
At line 20 the screen is switched-off to hide the scrolling seam (if this isn't done the join between the moving portion and static portion of the screen would be hideous), then after a line or two it is switched back on and the character sets change so the message can be read. The ISR waits again until that raster line reaches the bottom of the screen before setting the screen for scrolling (ie, the correct set characters and colours). Finally the scroller service routine is called.


IRQ AND SCREEN DISPLAY
Border
IRQ set for here 20 lines down the screen
End of scroller seam, start of static display
Your old telly
Scrolling picture in here
message here
Scroller window
Scroller seam
Static portion (blacked out) on the display
Scrolling routine takes over from here

TECHNICOLOUR TECHNOLOGY

If you're not happy with single colour screens (...who is?), or four colours in multi-colour mode, there are two ways of adding colour. The first is to assign an individual colour to each character, 256 of them in all, and increase the storage requirement by 256 bytes. Or why not be really generous and store the colour for each element of a data block (5x5=25 bytes again)? This doubles the RAM for blocks, but most often it's worth every bit (bytes actually). If you're really stingy you could halve the colour information storage required by taking advantage of the range of colours on the 64, 16 in all, thus enabling two character colours to squeeze into a single byte high/low nibble style.

The only drawback using this technique is that an extra nibble is wasted 'cos 25 divided by 2 is 12.5 (the saving will more than make up for it – don't lose any sleep over it). The distribution routine would probably grow a tad to handle the extra complexity, but if you're so inclined the option's there anyway.



First the scroller checks the FLAG variable to see if there's already some scrolling going on. If this check fails then the program takes a detour to some code to find out if it's a good idea to begin scrolling.

INITIALISE A SCROLL

When the scroller isn't engaged (the variable FLAG is a zero), the joystick is read to determine the direction of the scroll. The routine GETDIR does this. If the joystick is being pushed the routine will set up the DIR variable with a positive number from 0 through 7, otherwise a $FF is inserted to signify no movement.

The last piece of code stops you scrolling off the map otherwise it would be too easy to scroll through the entire 64's memory. So the routine calculates the direction and checks for the out-of-bounds conditions. If all's well and good it's time to check the speed at which it should be scrolling. The speed in the demo is preset at $0200, which is two pixels every interrupt, the maximum (because the scroll moves from character seam to character seam in four phases, and there are eight pixels between each character seam).

> *"SEUCK uses the classic screen compacting technique called, well, there's no real term for it, but it works, and very well too..."*

PHASES

The scrolling routine progresses from phase to phase. The colour algorithm mentioned in the box-out above occupies the first two phases; during the third the map is decompressed, but only the bits you need, ie, the data that has just scrolled onto the screen; the final phase switches to your new screen and dumps colour to the appropriate colour memory. That's the crux of the system, here's a run down each phase in more detail:

The first two phases shunt a whole half each of the display window in the direction of the scroll into the hidden screen. The CLOCKED variable is decremented to signal that that phase has been done then the general purpose move routine MVSCREEN is called to do the hard work – copying part of the screen to the hidden screen at a slightly different position, using the direction variable DIR. MVSCREEN needs the address of the screen which needs to be moved plus the current phase; from this it works out which chunk of data to move and in what direction (using DIR).

The third phase starts by decrementing CLOCKED. followed by the decompression of the bits of the map that appears at the head of the scroll. At most, the scroller decompacts both horizontal and vertical strips during diagonal scrolling.

The final phase deals with switching to the hidden screen and dumping the new colour into colour RAM. When the time's right, all hell's let loose – the screens are flipped to reveal a shiny new one and all the colour is copied from the colour dump buffer into colour RAM.

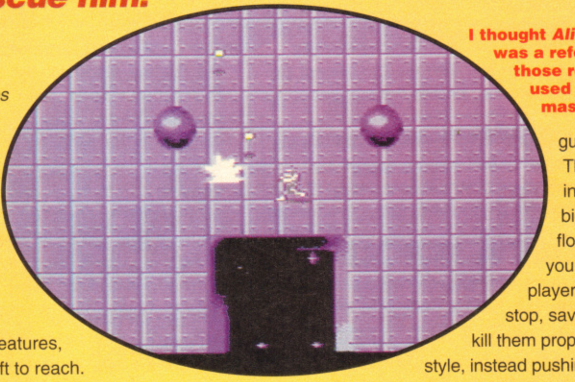
The only point of note here is on the structure of the colour-dumping loops. These loops are coded to deposit four chunks of five lines sequentially; the reasoning behind this is that a huge loop copying from the buffer, column by column, causes inconsistencies in the display (ie, it's real jerky man!), and a loop that copies a character at a time from the top to the bottom spends most of its time updating loop counters – in other words it would be too slow. This is an occasion when memory is compromised to get a little more performance; it's a necessary evil.

THE CONTINUING STORY

When the scroller has done all four phases, it can have a rest... well not really because that's only a character's worth of scrolling which, however interesting, doesn't have much practical use. To achieve continuous scrolling the routine endlessly reads the joystick for its direction; only a centred joystick or a collision with the map boundaries will stop the scroller from doing what it does best.

TOP 10 STEPS TO SEUCKCESS

CF's regular SEUCKster, Jon Wells, has been captured by aliens this month, so Simon wrote his feature while Dave rushed off to conquer the alien race and rescue him.



I thought *Alien Smash* was a reference to those robots who used to advertise mash potatoes.

Loads of people write *SEUCK games* – I know because I get buried daily in a pile of Jiffy© bags full of covertape submissions. It looks as if quite a few people have got the idea of writing good *SEUCK* games from the previous *Secret of SEUCKCESS* features, but there are still a few left to reach. Coming up, then, are ten things you have to remember when writing your masterpiece:

1 Decide on a scenario. Standard alien-bashing games are never going to capture the imagination of either the player or the reviewer (if your game gets that far), but a nice, novel plot does wonders. Check out some of the more recent re-hashed covertape game plots if you want a good example.

2 Keep your map simple – it's very difficult for the player to navigate, steer and shoot things at the same time. If you plan to give the player a choice of roots, make sure both are possible (just make one more difficult than the other), as they won't thank you for letting them play for five minutes only to come across a dead end.

3 The screen doesn't always have to scroll. If you want to keep the player interested, have them stop occasionally to fight a slightly larger enemy or an end-of-level guardian. There's no point in having nice big aliens floating around if you don't give the player the chance to stop, savour them, and kill them properly and with style, instead pushing them forward past the guardian before they've had a chance to let loose with the ammo.

It's complete *Choas*... or is it? You should think carefully about the positioning Of your enemies.

4 Try to give each different sort of enemy its own particular sound effect – it's always nice to have different things making different sounds, and it'll keep the player interested for a hell of a lot longer if you give them variation when they kill or collect something.

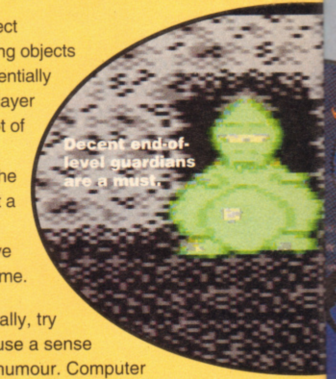
5 Don't make your game too difficult to begin with. If the player gets killed twice within the first five seconds but then has to spend several minutes flying past a dull, featureless landscape, they're not going to thank you. Face it – they're not going to like you, either. Build the difficulty level up slowly and let the player learn from their mistakes (it's called a sensible learning curve).

6 Get someone else to playtest your game – if you've written a game then you're obviously going to be very good at it, but if you don't get a second opinion, you'll never know how good it is, or which bits need to be changed.

7 Always take time to draw your sprites – they're one of the most important elements in the game when it comes to impressing or pleasing the player, and a variety of interesting enemies keeps them interested for longer. It also helps if you always draw your sprites on a black background – they look better.

8 Vary your attack patterns. If each enemy attacks in the same way, your player will fall asleep from sheer boredom.

9 Use the object editor. Moving objects that are essentially irrelevant show the player that you've spent a lot of time worrying about attention to detail. If the player gets to fly past a crowd cheering them on, they'll know you've spent time on this game.



Decent end-of-level guardians are a must.

10 Finally, try to use a sense of humour. Computer games are, after all, supposed to be fun, and if you recognise this, so much the better. It's easier for an enemy to kill a player if the enemy happens to be a tin of pickled yams flying at them screaming 'banzai', or something.

ASK THE PEOPLE

I stood outside Sainsbury's in Bath and asked a few people what they thought the problem was with most *SEUCK* games these days. Here's what they had to say:

- **Mrs Queegee Bananahoe, 67. "I don't like the way them there shooty games don't let you take a breather. It'd be nice to stop moving forward and spend a few minutes making a cuppa, or shooting the giblets out of some gigantic mutant space turkey."**
- **Lionel Blair, popular entertainer. "Some people always use the standard alien attack patterns, and it's boring *(does a little tap dance)*. What am I famous for, anyway?"**
- **Cyril Bristlecocker, nine. "I don't like the way the kernel engine is programmed. Imagine not creating a form of index register using a second stack? The whole thing must run so many nanoseconds slower than it could, you know. Words fail me..."**
- **Roger Obviouslymadeupname, 35. "I think it's appalling. It should be banned, as I said in my letter to my MP, the Queen, and Philip Schofield. Am I going to be on telly, then? What exactly is a *SEUCK* game, by the way?"**

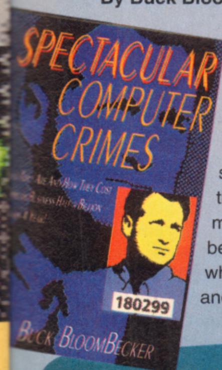
Fancy broadening your horizons? Don't join the foreign legion, just get yourself a book, a comfy seat and a few hours off and try a spot of reading. That's what Hutch did...

BOOK SHELF

SPECTACULAR COMPUTER CRIMES

By Buck Bloombecker

ISBN 1-55623-256-X



When computers started creeping into every facet of everyday life, someone somewhere knew that there was illegal money to be made. Sure enough it wasn't long before the hacker started probing where he shouldn't with his modem and seeking out data that wasn't his. Of course, shortly after the first computer crooks arrived on the scene, the first computer police appeared as well – hard men from the Bill armed with modems of their own and some rather interesting flashing blue LEDs.

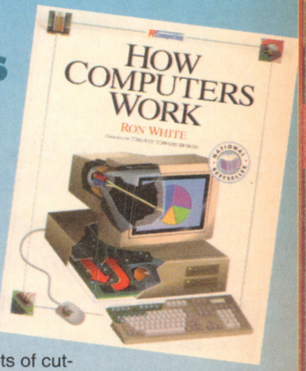
Bloombecker's book is all about these crooks, but it also covers the victims and the hacker detectives. Having dealt with the mechanics of hacking, the book deals with the ethics and politics of data theft. In fact it's fair to say that this is the point at which I lost interest. With a title like *Spectacular Computer Crimes* you expect to read about lots of interesting hacking, but the book quickly descends into a murky explanation of the long term implications. Basically, if you're planning to write a long essay on the political and economic implications of hacking then check this out; if on the other hand you're looking for a spot of late night reading then get the latest Ben Elton.

Rating: C-

HOW COMPUTERS WORK

By Ron White

ISBN 1-56726-094-7



Or more to the point how every facet of a computer and every peripheral you're ever likely to attach to a computer works. This is one of those books that includes lots and lots of cut-away cross-section diagrams which give you the inside view of all the processes you've wondered about but could never be arsed to investigate.

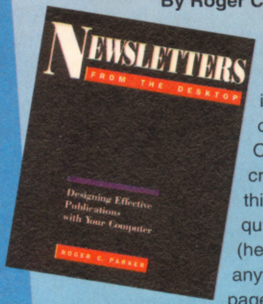
The book progresses from the basic building blocks of computers (operating systems, RAM, microprocessors) to peripherals (how CD-ROMs work) to keyboards and onwards to networks and laser printers. Each of these gets its own full colour illustration and a simple explanation of how it works. All in all, I learnt more from this book in one evening than I did in a year of degree level Information Technology at Wolverhampton Poly (I don't miss you Wolverhampton). I can heartily recommend it to young and old alike – basically if you're mystified by technology then check this out.

Rating: A

NEWSLETTERS FROM THE DESKTOP

By Roger C. Parker

ISBN 0-940087-40-5


NEWSLETTERS FROM THE DESKTOP
Designing Effective Publications with Your Computer
ROGER C. PARKER

Now you may not think so, but designing interesting pages is a tricky old task. It typically takes Ollie about half a day to create each page you see in this issue – and he's very quick and properly trained (he doesn't wet the bed or anything). If you're new to page design then it's all too easy to come up with chronically bad designs which look complete dogs' dinners.

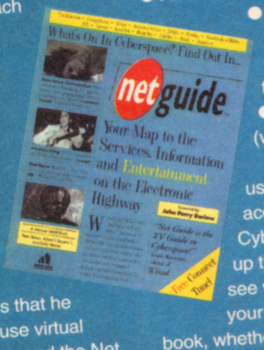
Parker's book explains how to effectively create good pages – it covers everything from font usage and headlines to graphics and charts. If your parish newsletter looks like it was designed by your cat, you'll learn a lot from this book. And even if you think you're a top designer you'll undoubtedly pick up a few hints.

Rating: B

NET GUIDE – WHAT'S ON IN CYBERSPACE

By Peter Rutten, Albert F Bayers III, Kelly Maloni

ISBN 0-679-75106-8


What's On In Cyberspace? Find Out In...
net guide
Your Map to the Services, Information and Entertainment on the Electronic Highway

The writer William Gibson identified a change in the way that we communicate with each other in his book *Neuromancer*. He reckoned that as modems became quicker and more widely available, everyone would be connected to whole oceans of data. Anything you wanted or anyone you wanted to speak to could be accessed by entering the Net. Gibson reckoned that as these computer networks became larger and larger, so they would merge and communicate with each other. The spooky thing is that he was absolutely right – we may not use virtual reality helmets to navigate our way round the Net, but you can still access an absolutely huge amount of data with a computer and a modem.

And that's what this book's all about – Cyberspace, the world-wide network of computer databases. Listed within this chunky tome are thousands of specialist and general computer services catering to an absolutely enormous array of interests. Here are some examples of the forums and clubs located on the network:

- Comics Forum – Compuserve
- Amateur Radio Forum – Internet
- Shenanigans (practical jokes and random humour) – Usenet
- Dead Heads Forum (dedicated to the Grateful Dead) – Internet
- Magill's Survey of Cinema (whoever Magill is) – Compuserve

There's an enormous array of useful and trivial data waiting to be accessed. The book operates like Cyberspace's *Yellow Pages* – you look up the topic you want in the index and see which of the on-line services cater to your needs. I can strongly recommend the book, whether you've got a modem or are considering getting one, because you can guarantee that there's plenty of info you're missing out on, even though it's right under your nose.

Rating: A+

All books available from Computer Manuals on 021 706 6000 or through your local bookstore.

UNCLE DAVE'S BUY-A-RAMA

FOR SALE

It's big, it's huge, it's... hang on, hasn't this strap been used somewhere else else this issue? Ah, who cares? Welcome to a twice-as-big-as-normal Buy-A-Rama happy bargain hunting...

WANTED

- **Hagar the Horrible** and Chuck Rock. £10 each or £8 not boxed. Justin 0223 562530
- **1701/1702** monitor preferably with box, manual, leads. Also wanted, a 1541 disc drive demo disc. 0235 550582
- **Please help!** Manual for C128, Buy or loan. Telephone 0761 416 126
- **1541 MK2 Oceanic** or similar disc drive for C64 (smaller the better, so not the MK1). Also, Action Replay, must be cheap! Keith 0869 241593 after 6pm.
- **Power adaptor** for C64, will pay around £12. Will meet locally. Write to Mr Cochrane, 217 Gaunt Road, Sheffield.
- **Speech synthesiser** (tape or disc) for C64. Also Action Replay cartridge. Steve 0482 833203
- **Tobrub**, Rail Road Boss and Battle for Normandy (tape or disc). Will pay reasonable price. Andy Hudson, 5 Trocedero Court, Normanton Road, Derby DE1 2GR.
- **Geos, Racing Destruction Set** or Revs(+). Any format, reasonable prices paid. Write to Mr M Dainty, 2 Lady Leasow, Radbrook Green, Shrewbury SY3 6AB.
- **IEEE linterface** expansion card. Contact Tony on Hatfield 266371
- **Mikro 64 Assembler** cartridge and instructions or any Assembler/Tutor package. Will pay good money! Andy – 0543 467445 after 5pm weekdays.
- **Cover tapes** from issue 1-38 of Commodore Format. Write to Eddie at 23 Folkstone Drive, Alvaston, Derby DE24 0HT.
- **Supreme Challenge Pack.** Will pay up to £3.99 depending on condition. Telephone Ryan on 0793 812442 after 4pm.
- **Has anyone got a game called Encounter** on the Novogen label (released about '84)? Also the first Monty Mole game. Phil Riding, 160 Capel Rd, Forest Gate, London E& 0JT.
- **1541 MK2 disc drive** wanted. Telephone James on 0896 831278 (eves).
- **G.A.C.** will pay reasonable dosh. Chris Morris, 28 Brackley Sulgrave, Washington, Tyne & Wear.
- **Daley Thompsons Super Test** and Glider Rider (but no pirates!) will pay up to £2 each. Darren 0533 884410
- **SEUCK** (cass). will swap Quattro Racers, Last Battle and Wild Streets for a working copy with manual. Joe Griiffin, Ballylast, Castle Finn, Co. Donegal, Ireland.
- **1541 Mk2 disc drive** for C64. Also a AR. MkV or MkVI. Will exchange Game Gear with 7 games and Master Gear converter all as new. John Campbell, Lunnaigh, Derrybeg, Co. Donegal, Ireland.
- **Elvira II**, Manic Mansion, The Bards Tale, or Frankie goes to Hollywood (disc or tape). Also icon-driven adventures. Dave Ivall, Perelandra, Gypshates, Langton Matravers, Swanage, Dorset BH19 3HQ.
- **Mini Office 2** on disc wanted. Contact Mr N Taylor on 0962 883649
- **Books on Assembly** for C64. Also *Mini Office 2* (disc version) with manuals. Telephone Francis on 0504 268697
- **Geos 128**, Geos 64 V.2 or above, Commodore serial mouse, Superbase, Commodore Ram expansion unit, Please Help! John Chatten, 23 Braemar Rd, Fallowfield, Manchester M14 6PR.
- **Boulderdash** (I, III, & IV) cassettes only £5 each. Mr D Smith – 0303 243542 or write to 43 Pavilion Rd, Folkestone, Kent CT19 5RL.
- **Colour monitor** suitable for C64 to replace my faulty TV. Must be in good condition. Matthew – 0954 231588
- **Swap Turtles** for the Simpsons Bart vs the Space Mutants. Michael Guy, 28 Banksia Cres, Blackwood, Sth Australia.
- **Katakis/Dearis** on tape or disc, must be original box budget or the first cut version. Will pay for P+P as well as price. I also want CF issue one. James – 0662 242280
- **Microtext, Teletext Adaptor** for C64. Will swap for a radio scanner or reasonable cash. Mr G Gallagher 20a Darling St, Enniskillen, Co Fermanagh, BT 74 7EW.
- **Super Monaco GP** cassette. swaps or cash. Graham – 091 3889811
- **Mini Office 2** (repeat T.W.O.) plus instructions. Will swap for the Epson printer FX-850/1050 users guide. Alf – 0244 800013
- **Mini Office 2** (tape version) for C64. Must be boxed original software. Robin 0248 601988
- **Ugh! Star Control**, Wizards Lair, Starquake, Supremacy, Creatures 2, Swap for Pscho's Soccer, Spy vs Spy, First Samurai, Urdium, Toobin, APB. Tel: 0453 544428
- **Jack Nickaulas Greatest 18** on disc only. Datels Enhancement disc maybe. Swap for other discs. John – 081 292 5577
- **Colour printer**. Must be in good working order and at a reasonable price. Also Mini Office 2 and Lemmings (C64 cassette). Kieran (Ireland) 069 83091 (eves).
- **C64 or C128** with games and joystick, WP program and cheap printer if possible. William – 0775 761728 (after 4.30pm).
- **CF25 with Sarecen Paint** on cassette. Tel: 0332 550497
- **Bug Bomber** and First Samurai. Will pay £10 for each in good condition (less if not...). James – 041 951 4892
- **You send me Encounter** by Paul Woakes, I send you a £10. Also has anyone got a FreezFrame cartridge? 081 593 8179

HELP!

- **Are you a Tech-Head** type person who could help a young chap with his new disk drive as his dad cannot understand the manual (typical...). Master B Hindmarsh. 10 Fleming St, Redcar, Cleveland TS10 1BS or call on 0642 491262.

FOR SALE

- **More than a hundred** C64 cassette games from 50p to £3. Call Domonic on 0264 356492 for full list
- **C64 computer** with Action Replay Datasette. 24 cassettes, over 200 discs, 1541 Mk2 disc drive which has fault, 20 mags, all boxed £150. telephone 0942 727052.
- **C64 games** for sale. Hundreds to choose from. send SAE to Simon Rofe, 6 Merrion Close, Tunbridge Wells, Kent, TN4 9JJ. NB: all originals.
- **C64 with discdrive**, Datasette, two joysticks, mouse, loads of mags and about 700 games. All works, sell for £200. Daniel – 0243 373596
- **Commodore 64**, 200 games, 2 joysticks, tape decks, user manual, games programmer book, CF issues 22-41, games include BMX, Suntcar Racer. Also Coomodore Force mags 7-27. £200 the lot. Call Jeffrey on 0206 734013 after 4pm.
- **C64 games for sale**, cheaper than shops, not copies only originals! Write to 40 New St, Bicester, Oxon OX6 7EY
- **Games like Turrican 2**, Lotus/turbo, Sky-Fox, etc., Send SAE for price list to Tim Roberts, 86 Barrack Road, Hounslow, Middx TW4 6AW
- **C128D with built-in disc drive** (looks like a PC). Plays all C64 software, Much more with Game+ utilities on disc. £99 complete. Daniel – 081 679 8988

BARG!

- **Commodore 8032** – SK computer with 8250 twin disk drive (C64 compatable). £50 only. Phil – 0332 850186 (Derby).

- **Airwolf and After Burner** in a swap for Flimbos Quest. Please write to me, Jonathan, at Macknagh, Lisnaskea, Co. Fermanagh, NI.
- **C64 and 50 games** plus joystick, all for just £100! Call 0592 891264
- **McDonaldland**, Cool World, Trolls, Jurrasic World, Deep Sea World, The Addams Family and Wizball. £5 each or swap for Sleepwalker, ATF, ATF 2, Night Shift or Lemmings. Also any working or broken joysticks wanted, swap for two games. Phone Rowan on 0821650409.

● **C64, disc drive**, Action Replay 6, tape recorder, excellent cond. boxed. Lots of software, books and magazines £120, phone 0274 870018 (Bradford).

● **Assault Course, X-15**, Rolling Thunder, F-16. Philip 0656 647830 (Bridgend).

● **C64 or C128** (C128 costs £20 extra) plus 150 games, joystick, Datasette, some cartridge games, manuals. £900 worth for just £150!!! call Sebastion – 0962 868193 (Hants).

● **CF mags and tapes** 31-36, plus 14 (tape only) and 23 (mag only) £1 each ono. Tel: 0902 304756

● **CF 1-42 complete** with cover tapes all in good condition. Will accept best cash offer. Call 071 254 2999 (after 5pm).

● **Commodore C64** Starter Pack Spares or repair £10. Also C16 plus four games all original and boxed from 50p each. Send SAE for list to: C Scotcher, 4 Oulton Close, Langney, Eastbourne, East Sussex, BN23 8DH.

● **C64, 90 games**, Datasette 2, jotsicks, boxed, instructions, mags. Excellent condition only £80. Gameboy plus four 90 per cent plus games, case adaptor, vgc, instructions, boxed £85.

● **Amstrad PCW8256** with printer, disc drive, green monitor, WP, instructions, DR Draw, DR Graph, DR Logo, SuperCalc (spreadsheet), Basic and spare discs, 256 of memory, £70 for the lot. Contact Simon on 0234 212468 (Bedford).

● **SlySpy, Rastan**, Carnage, T2, Rengade, Supersprint, Barbarian 2, Turrican 2, I Ball, Driller, Hang On, Spindizzy, Game Over II, all £1.05 each or £12 the lot ! James – 041 951 4892

● **25 games** including classics like Driller, IK+, Tetris, Zoids, Aliens, and Spindizzy. Excellent condition, only £40 (may split). Andrew – 0506 853520

● **PD for the C64** for sale. Very competeative prices. The more you buy the better the deal. Send SAE for a catalogue to EONIC PD, 18 Heysham Park, Morecombe, Lancs LA3 2UD.

● **C64 discs** for sale. Ultima 4,5,6 Trilogy £20, Sim City £10, Terminator 2, Simpsons, Turbocharge £4 each. 0235 764221

● **C64, 2x 1541 discdrives**, microdrive, business software plus many utilities. Excellent condition. £250 ono. Contact Martin, 6 Oak Rd, Tiddington, Stratford upon Avon, Warwickshire anytime (can be seen working).

● **CF issues 1-40** with all tapes! R Richards, 29 Kirkstall Place, Milton Keynes MK6 2XD.

● **C64, disc drive,** Datasette, joystick, Action Replay cartridge, £1200 worth of software all in excellent condition. Sell for just £220 ono! Ian – 0384 79011 (between 4-7pm).

● **C64 with Datasette**, games £59. Also sound sampler, speech synthesizer, light gun and games exopert cartridge. Daniel 081 6798988.

● **C64, Datasette**, disc drive, modem, printer, F/Frame, mono-monitor (green), quick data cassette, games, mini office, music studio, FS2, manuals, Etc.£300. Also Amstrad PCW + printer £150. Brian – 0772 204393

● **C64 Datasette** + joystick and over 100 games old and new. Please send SAE to 57 Holdenhurst Avenue, Boscombe, Dorset BH7 6RB for a free list.

● **Nintendo Entertainment System**, two games – Wrestling and Punchout, mains lead and two controllers. £25 the lot. Contact Jeffrey on 0206 734013 (after 4.30pm).

● **Rampage**, Energy Warrior, Super Dragon Slayer, Altered Beast, Flight Simulator, Rugby Manager, Con-Quest. Will sell all for £15 or just £2 each! Malcolm – 031 6696575

● **CF tapes** for sale issues 3-40. Write to J Orrell, 13 Coronation Cresent, Houghton-le-Spring, Tyne and Wear, DH4 5JT.

● **Assassin,** special edition £4.50. Amiga SF2 £14 with £2 for A1200 version. Plus other goodies, all unwanted compo prizes! Tel: 0795 661319

● **C64, 50 games**, datasette just £95! Also Commodore Format 11, 15-21,23,24,27-39 including tapes, £25! Tel: 0208 76962 (after 6pm).

● **Commodore Format** mags and tapes issues 1-39 all good condition £70 ono. John – 021 359 5981.

● **C64 disc games** – Hook, The Addams Family, Cool World and Lethal Weapon. Brand new, £8 each, £30 for all four. Also C64 games on tape. Approx 72 including four compilations (28 games). Sell £50 the lot. Seperately at £1 a go! 031 669 4937 (eves)

● Help! Can anyone transfer a Quilled adventure written on the C64 to an Amiga-compatible format? I'm willing to pay. Tel Angus Mainwaring on 0985 846033.

● **Bruce Lee**, DT Decathlon, Fallen Angel, Giants compilation (three games), Now games compilation (six games) and loads of others. Prices vary so ring Timi – 071 703 1818 (Fri and Sat only).

● **Bargain! Commodore 16**, Joystick, games, mint condition and ideal for beginner or young children. Just £20! Tel Graham on 091 3889811.

PEN PALS

● **Pen pal** wanted by boy who likes his C64 and 2 Unlimited. Aged 10-12, male or female. Write to Barry Forsyth, 66 Glencolder Cres, Bellshill, Lanarkshire ML4 2NG.

● **Pen pal wanted** for 11 year-old girl who likes pizza, drawing and computer games. Write to Kelly Ann Bainbridge, 6 Kingsway Sq, Downhill, Sunderland SR5 4BA

● **Hi! My name's Jessica** and I would like a male pen pal aged 13 plus. I'm interested in computers and music. Please send photo if possible. Jessica Thomas, Hafod Y Llyn, Maes Y Llyn, Llanfairfechan, Gwynedd LL33 0BN.

● **Pen pal** wanted by 14 year old boy. I will reply to all letters. Karl Parker, 42 Bridge St, Bishop Aukland, Co Durham DL14 7PY.

● **C64 user seeks pen pals**, 12-13 yrs, M/F to chat, swap games, tips, jokes. Write to Justin, 19 Nevill St, The Leys, Tamworth Staffs B79 7RP.

● **C64/128 pen pals!** Swap games, utilities, etc. Randy Jenkins, 1510 Skyland Drive, Hinckley, Ohio 44233, USA.

● **15 year-old boy** seeks female pen pal with C64. Photo if possible. David Knee, 7 Henley Terrace, Bramley, Leeds LS13 3AL.

● **I want a pen pal** of any age who likes to exchange tips, cheats and jokes etc. I don't mind where you live so write to Paul Gates (aged 12), 248 Batley Road, Wakefield, W Yorks WF2 0AL.

MESSAGES

● **Thanks to Mum** for buying *CF* every month. Love James (aaah...).

● **Big shout** to Peeabs and Cooky, crall ya villy dula philly from Maggera.

USER GROUPS

● **Pen Friend Club**. For info send SAE to Sean Smith, 54 Meadowfield Drive, Wakefield, West Yorkshire WF4 1JE.

● **Pen Pal Club.** For info send SAE to Brian Cunningham, 29 Morar Drive, Foxbar, Paisley, Scotland PA2 9BB

● **The Swap Club.** We swap all C64 games. Phone Dean on 0604 718480 (around 6pm).

● **C64 Modem users** wanted with Teltron 75-1200 band for sending programs and Geos programs on 5.25-inch disc or tape. Send your software list and I'll show you mine! 100 per cent answer. Call Wim on (Belgium) 00-22-3-235-10-63. Write Cronjestraat 3, Code 2-40 Antwerp, Belgium.

● **SEUCK and other games club**. Mill Cottage, Burrelton, Blairgowrie, PH13 9PP. send a game and I'll send you info and a game FREE!!

● **C64 programmer** is looking for musicians and graphics designer and decoders to create new great games! contact TAREK, BP222, 91130 Ris Orangis, Cedex, France.

SERVICES

C64 Zone! The great C64 mag for only 20p and SAE. For a free info pack ring 0254 705310. Do not delay, call me today.

BUYING? SELLING? DOING SOMETHING ELSE THAT THE C64 WORLD SHOULD KNOW ABOUT? THEN CF IS THE PLACE TO ADVERTISE...

And it's as easy as filling in this 'ere form and sending it to us here at Uncle Dave's Buy-A-Llama, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. And it's free! But that doesn't mean you can take liberties. It's one word to a box in the grid. Cram in more and your ad will be headed binwards.

BUY-A-RAMA ORDER FORM

NAME ______________________

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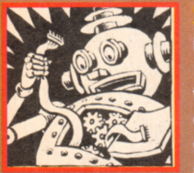
____

Classification: Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Pen pals

TECHIE TIPS

Life isn't easy. It's a hard harsh world out there. But Jason Finch relieve you of some of the burden of everyday life by answering your techie queries. What a hero he is.



SCANDALOUS

Dear Techie Tips,

1 Are there any scanners for the C64? If so, please could you tell me where to get one and where to get software for it.

2 How about a games listing every month?

3 I have a Star LC10C printer. Is there any way of printing out sprites (designed using *FROST*) on it?

4 At school we have several Star LC10C printers but they have a parallel interface. When I had a look at the DIP switches there were four more than my serial version. How come?

5 Are there any word processors with spell checkers for the C64?

6 Also, are there any word processors with some decent fonts?

7 Could you tell me a little more about Datel's colour driver (what it looks like, how it would benefit me, and so on)?

Graham Bates, Cambridge.

1 A scanner was available for the C64 a long time ago; it was made in Germany and came complete with a German manual. I don't think that it is still available in this country, although if someone knows different, please let me know!

Here's a chap who's no stranger to high scores tables – Andy Cole, top scorer in the league so far this year.

2 Are you being serious? A games listing would fill at least a couple of pages.

3 Unfortunately the PRINT SPRITE option that was destined for *FROST* never actually got implemented. I have listed below a couple of short Basic programs that will do the job admirably; the first will print out high resolution sprites, and the second will cope with multicolour ones. It uses three different characters to represent the three different colours. To change the sprite that is printed, change the value of SP in lines 110 for the hi-res version, and 120 for the multicolour version. SP points to the start address of the sprite. The D=4 on the end of each of those lines tells the program to which device it should output the sprite. Change it to D=3 to display it on-screen.

```
100 REM HI-RES SPRITE PRINTER BY J.FINCH
110 SP=13*64:D=4
120 OPEN 4,D
130 FOR Y=0 TO 20:FOR X=0 TO 2
140 FOR J=7 TO 0 STEP-1
150 IF (PEEK(SP+Y*3+X)AND2^J) THEN
PRINT#4,"*";:GOTO 170
160 PRINT#4,".";
170 NEXT J,X:PRINT#4:NEXT Y
180 CLOSE 4
```

You can change the characters that the multicolour version uses by altering the numbers 46, 43, 79 and 35 in the DATA of line 210. The other numbers (the 3, 12, 48 and 192) must not be changed – these are used to determine which colour is at which position in the sprite.

```
100 REM MULTICOLOUR SPRITE PRINTER BY
J.FINCH
110 FOR X=0 TO 3:READ B(X),P(X):NEXT X
120 SP=13*64:D=4
130 OPEN 4,D
140 FOR Y=0 TO 20:FOR X=0 TO 2
150 FOR J=3 TO 0 STEP-1
160 N=(PEEK(SP+Y*3+X)ANDB(J))/(2^(J
*2))
170 C$=CHR$(P(N)):PRINT#4,C$;C$;
180 NEXT J,X:PRINT#4:NEXT Y
190 CLOSE 4
200 END
210 DATA 3,46,12,43,48,79,192,35
```

4 It is more than likely to do with the fact that it is a parallel printer, and could change things to do

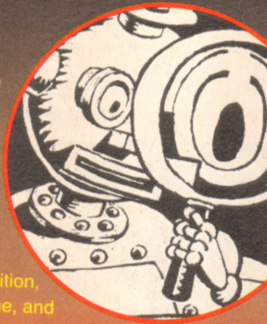
WELL PLAYED!

Dear Techie Tips,

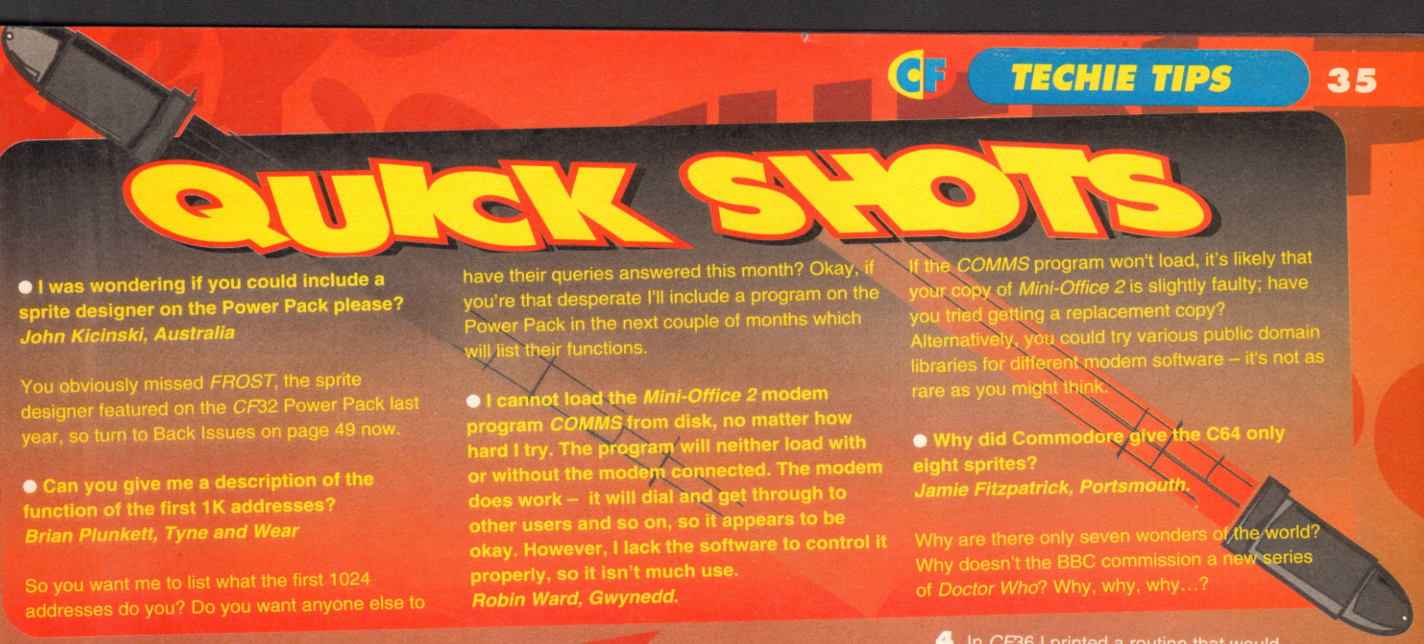
I am writing a game in Basic and I want to add a high score table. Please could you give a listing that shows how to deal with, say, ten scores with the players' names.

Graham Jenkins, Derby.

The following program holds the names in the array HS$() and the scores in the array HS(). Line 70 generates random numbers which act as game scores. Line 280 is repeated to find the correct position for the score, the loop in lines 290-310 move the remaining entries down one position, deleting the tenth one, and line 320 inserts the new details.



```
10 REM HIGH SCORE TABLE
BY J.FINCH
20 DIM HS$(10),HS(10)
30 FOR X=1 TO 10
40 HS$(X)="JASON":HS(X)=
1000
50 NEXT X
60 :
70 SC=1500+10*INT(RND(1)*1000)
80 GOSUB 160
90 PRINT "YOU SCORED";SC
100 IF SC>=HS(10)THEN GOSUB 250:GOTO
70
110 PRINT:PRINT "YOU DID NOT MAKE THE
HIGH SCORE TABLE!"
120 PRINT "PRESS A KEY"
130 GET A$:IF A$="" THEN 130
140 GOTO 70
150 :
160 REM PRINT TABLE
170 PRINT
CHR$(147);"HIGH
SCORES"
180 PRINT
190 FOR X=1 TO 10
200 PRINT
HS$(X);TAB(20);HS(X)
210 NEXT X
220 PRINT
230 RETURN
240 :
250 REM ENTER VALUE INTO TABLE
260 INPUT "WHAT IS YOUR NAME";N$
270 X=1
280 IF SC<HS(X) THEN X=X+1:GOTO 280
290 FOR Y=9 TO X STEP -1
300 HS$(Y+1)=HS$(Y):HS(Y+1)=HS(Y)
310 NEXT Y
320 HS$(X)=N$:HS(X)=SC
330 RETURN
```



QUICK SHOTS

- **I was wondering if you could include a sprite designer on the Power Pack please?**
John Kicinski, Australia

You obviously missed *FROST*, the sprite designer featured on the *CF*32 Power Pack last year, so turn to Back Issues on page 49 now.

- **Can you give me a description of the function of the first 1K addresses?**
Brian Plunkett, Tyne and Wear

So you want me to list what the first 1024 addresses do you? Do you want anyone else to have their queries answered this month? Okay, if you're that desperate I'll include a program on the Power Pack in the next couple of months which will list their functions.

- **I cannot load the *Mini-Office 2* modem program *COMMS* from disk, no matter how hard I try. The program will neither load with or without the modem connected. The modem does work – it will dial and get through to other users and so on, so it appears to be okay. However, I lack the software to control it properly, so it isn't much use.**
Robin Ward, Gwynedd.

If the *COMMS* program won't load, it's likely that your copy of *Mini-Office 2* is slightly faulty; have you tried getting a replacement copy? Alternatively, you could try various public domain libraries for different modem software – it's not as rare as you might think.

- **Why did Commodore give the C64 only eight sprites?**
Jamie Fitzpatrick, Portsmouth.

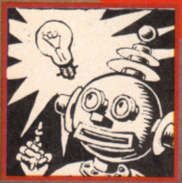
Why are there only seven wonders of the world? Why doesn't the BBC commission a new series of *Doctor Who*? Why, why, why...?

with how data is sent and received through the cable, something that's fixed on the C64 serial version.

5 *SuperScript* has a spell checker, and you can also get *GeoSpell* which spell checks documents created on various GEOS applications.

6 If you want a word processor that can output a wide variety of fonts, you need one which is graphics-based, such as the *GEOS* range or the *Word Writer* ones. For more information on *GEOS*, write to The GeoClub, 55 High Bank Road, Droylsden, Manchester.

7 Datel's Colour Printer Driver is a piece of software, so it looks like a disk or a tape. Basically it will output colour bitmap screens in colour to a colour printer. I'll make that clear because black and white printers cannot turn themselves into colour printers using this driver. So you save out screens in *Advanced Art Studio* format and then load them into this piece of software; it will then dump them to a compatible colour printer.

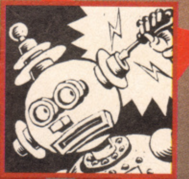


STRINGS ATTACHED

Dear Techie Tips,
I am writing a text adventure game using string variables, but I've run out of letters! I've used A$ to Z$ and now I don't know what to do! What do I do, use numbers or double letters or something? Please help me! By the way, your *Loader Maker* featured on *CF*37's Power Pack was so brill that I'm using it with my adventure game!
James Draper, Adlington.

You can either add single digit numbers to single letter string names, or you can use double letters. So things like A1$="COMMODORE" is valid, as is D5$="TEST" and JD$="FORMAT". Bear in mind that if you use strings with more than two characters in their names, the computer will ignore anything over the first two. So, you could do NAME$="JAMES" but this is treated as NA$. Alternatively check out using arrays; in that way you can use the same variable name for a lot of different strings by using an "index number" in brackets afterwards. Check out the following program:

```
0 REM STRINGS ATTACHED BY J.FINCH
10 RM=3:OB=4:DIM D$(RM),OB$(OB),PL(OB)
20 FOR X=1 TO RM:READ D$(X):NEXT
30 FOR X=1 TO OB:READ OB$(X),PL(X):NEXT
40 LN=1
50 PRINT:PRINT "YOU ARE ";D$(LN)
60 PRINT:PRINT "YOU CAN SEE "
70 FOR X=1 TO OB:IF PL(X)=LN THEN PRINT
OB$(X)
80 NEXT X
100 REM THE DESCRIPTIONS
101 DATA "IN THE MIDDLE OF A FIELD"
102 DATA "ON A FOREST PATH"
103 DATA "IN A CLEARING"
200 REM THE OBJECTS
201 DATA "A BOX OF MATCHES",1
202 DATA "AN OIL LANTERN",0
203 DATA "A LARGE STONE WELL",2
204 DATA "A CANDLE",1
```



GIMME INPUT

Dear Techie Tips,
I have been a reader of your mag for some years now, and think it's great, but – and please don't think I am criticising...

1 Why don't you have a "correction bit" in your mag, just a few lines to put right those awful printing errors.

2 PLEASE PLEASE PLEASE (100,000 times), correct the *Text Fall* listing from CF36. You did say you would put it on the Power Pack. Has the phantom virus struck again?!

3 Could you please give us a program which allows an input to be made on a high res screen?
I Lloyd, Halesowen.

1 This is done occasionally, but as the proggies were supposed to be on the Power Pack, corrections were not printed. It's not as if the listings are littered with them, anyway.

2 Indeed, the phantom virus struck again. Here for everyone to drool over, are the corrections to the lines that went wrong:

```
17 DATA 208,014,198,081,208,010,169,075
25 DATA 252,165,252,201,003,208,035,165
30 DATA 049,234,076,075,192,169,078,133
```

4 In *CF*36 I printed a routine that would display text on a bitmap screen, and in *CF*39 there was an input routine. These can be quite successfully merged to produce a perfectly decent bitmap input program.

However, as it is entirely in Basic it is painfully slow. Lines 40 and 50 show you how to call the input routine at line 1000; A$ contains the text that requests an input, X and Y are the co-ordinates at which this is printed. The input routine itself calls the text plotting routine at 1100 a number of times to display the text.

```
1 REM BITMAP INPUT BY J.FINCH
10 POKE 53272,24:POKE 53265,59
20 FOR X=0 TO 999:POKE 1024+X,22:NEXT X
30 FOR X=0 TO 7999:POKE 8192+X,0:NEXT X
40 A$="WHAT IS YOUR NAME ? "
50 X=2:Y=7:GOSUB 1000
60 POKE 53272,21:POKE 53265,27
70 PRINT CHR$(147);"HELLO ";Z$
80 END
1000 REM DO THE INPUT
1010 GOSUB 1100:X=X+LEN(A$):Z$=""
1020 A$=CHR$(160):GOSUB 1100
1030 GET K$:IF K$="" THEN 1030
1040 K=ASC(K$):IF K>90 THEN 1030
1050 L=LEN(Z$):IF L>15 THEN 1070
1060 IF K>31 THEN Z$=Z$+K$:A$=K$:GOSUB
1100:X=X+1
1070 IF K=13 AND L THEN A$=" ":GOSUB
1100:RETURN
1080 IF K=20 AND L THEN A$=" ":GOSUB
1100:X=X-1:Z$=LEFT$(Z$,L-1)
1090 GOTO 1020
1100 REM PLOT TEXT IN A$ AT (X,Y)
1110 POKE 56334,PEEK(56334)AND254
1120 POKE 1,PEEK(1)AND251
1130 FOR N=1 TO LEN(A$)
1140 A=ASC(MID$(A$,N,1))
1150 IF A>64 AND A<91 THEN A=A-64
1160 IF A>192 AND A<219 THEN A=A-128
1170 FOR LN=0 TO 7
1180 POKE 8192+Y*320+(N+X-
1)*8+LN,PEEK(53248+A*8+LN)
1190 NEXT LN,N
1200 POKE 1,PEEK(1)OR4
1210 POKE 56334,PEEK(56334)OR1
1220 RETURN
```

YOU CANNOT BE SERIOUS!

Dear Techie Tips,

Thank you for printing my other letters – your help was gratefully received.

1 Now I'm having a few problems with the MSB ($D010) parts to do with sprites. Who better to ask than the main man himself? I understand how it works but the way in which to use it is giving me untold drama. How can I move a sprite all the way across the screen and back in machine language? I'm getting confused about how to turn the MSB on and off at the appropriate times from within a loop.

2 Can you start a machine language section?

3 Can you give me some advice on printers and how they all work?

4 My mate says there's no difference between a plotter and a laser printer because they both use ink – is he right?

5 I want to be a mega-star like you (my hero). Can you give me a little advice?

6 I want to make a fighting game but how?

7 If you print this letter there's something up with you.

Steve Gillman, London.

1 You have to make sure that if the horizontal position of a sprite goes from less than 255 to more than 255, or vice versa, the MSB has to be changed accordingly. MSB, for the uninitiated, stands for Most-Significant Bit. The demonstration program below reads in a piece of machine code which allows you to do all sorts of nifty things like SYS 49152,0,4,1. That will move a sprite 0 four pixels to the right and will cope with the MSB if necessary. The format for calling the code at 49152 is:

SYS 49152,sprite,pixels,direction

where sprite is in the range 0-7, pixels works for 0-255, and direction is a 0 for left and a 1 for right. Lines 18-24 show you how to put it into action.

```
0 REM HORIZ SPRITE CONTROL BY J.FINCH
1 FOR X=49152 TO 49251:READ
Y:C=C+Y:POKE X,Y:NEXT X
2 IF C<>13843 THEN PRINT "DATA
ERROR":END
3 :
4 PRINT CHR$(147)
5 FOR Y=0 TO 24:POKE 1053+Y*40,101:POKE
55325+Y*40,1:NEXT Y
6 PRINT CHR$(19);CHR$(5);TAB(30);"MSB"
7 :
10 FOR N=0 TO 62:POKE 832+N,255:NEXT N
11 FOR S=0 TO 7
12 POKE 53248+S*2,200+INT(S/4)*50
13 POKE 53249+S*2,60+S*21
14 POKE 53287+S,(S AND 3)+2
15 POKE 2040+S,13
16 NEXT S:POKE 53264,0:POKE 53269,255
17 :
18 FOR L=1 TO 15
19 FOR S=0 TO 7:SYS49152,S,(S AND
3)*3+1,1:NEXT
20 NEXT L
21 FOR L=1 TO 15
22 FOR S=0 TO 7:SYS49152,S,(S AND
3)*6+1,D:NEXT
23 NEXT L
24 D=1-D:GOTO 21
25 :
50 DATA 032,080,192,133,251,032,080,192
51 DATA 133,252,032,080,192,133,253,173
52 DATA 016,208,133,254,165,251,010,170
53 DATA 189,000,208,164,253,240,020,024
54 DATA 101,252,133,252,144,010,173,016
55 DATA 208,166,251,093,092,192,133,254
56 DATA 076,058,192,056,229,252,133,252
57 DATA 144,236,169,250,205,018,208,208
58 DATA 251,165,251,010,170,165,252,157
59 DATA 000,208,165,254,141,016,208,096
60 DATA 032,014,226,032,158,173,032,247
61 DATA 183,165,020,096,001,002,004,008
62 DATA 016,032,064,128
```

A spiffy feature of this code is that you can call it from another machine code program by doing this:

```
LDA #sprite
STA $FB
LDA #pixels
STA $FC
LDA #direction
STA $FD
JSR $C014
```

2 There's one starting next issue.

3 No, I'd rather run around an airport concourse with no clothes on.

4 A blow torch and a lounge fire could both use gas, but I'm sure you're friend would know the difference if someone held his head in front of a blow torch for a couple of seconds. Please note, kiddies, this is not a recommended experiment.

5 The first thing you'd have to do is get a life.

6 Tell your mates that their girlfriends are hideous and I'm sure you'll start up a good fighting game.

7 No more than is up with you, pal.

INFORMATION BANK

THERMAL HARDWARE

Dear Techie Tips,

I have a Brother HR-5 thermal printer which is currently hooked up to my Amiga. But I would like to know if it is at all possible to use this printer on my Commodore 64. If it is, could you please tell me what type of lead I need to buy so I can connect it and could you please tell me where I could purchase the lead and how much it would cost. Keep up the brilliant work on *Commodore Format*.

Brendan Winstanley, Merseyside.

If I have to answer another question about printer compatibility in my life, I am going to start crying. For anyone pondering over connections, Meedmore Ltd on Merseyside stock a C64 Universal Printer Interface which allows the vast majority of parallel printers to be connected indirectly to the C64. It is fully intelligent and will do all the necessary data transfer for you. For more information look back to page 30 of *CF*37 and the letter titled UNIVERSAL SOLDIER. Meedmore's number is ☎ 051 521 2202.

CHARRED REMAINS

Dear Techie Tips,

Take a look at the following program for me. It's meant to ask for a number from 0 to 255 and then display a big version of the ROM character that goes with that number. It's then supposed to print the DATA for that number. However, one problem, it doesn't work. Here's the program:

```
10 PRINT CHR$(147)
20 INPUT "SCREEN CODE (A=1)";C
30 AD=C*8:AD=14336
40 FOR I=0 TO 7:M(I)=PEEK(AD+I):NEXT
50 FOR J=0 TO 7:FOR K=7 TO 0 STEP-1
60 IF (M(J)AND2^K) THEN
PRINT"*";:GOTO 80
70 PRINT ".";
80 NEXT K:PRINT:NEXT J
90 PRINT:PRINT "DATA";C
100 PRINT "DATA";:FOR L=0 TO 6
110 PRINT M(L)",";:NEXT L:PRINT M(7)
120 PRINT:PRINT "PRESS ANY KEY"
130 POKE 198,0:WAIT 198,1:POKE 198,0
```

All I get is an "at" symbol and DATA 0,0,0,0,0,0,0,0. Please help me.

Willie Clayton, Golders Green.

The program doesn't work because you define AD twice on line 30. You should add the 14336 to C*8 and not completely reassign it. So change it to AD=C*8+14336. This will not display the ROM characters – it displays redefined RAM characters starting at 14336. To display the real ROM ones, change the 14336 to 53248 and add the following lines:

```
35 POKE 56334,PEEK(56334)AND254:POKE
1,PEEK(1)AND251
```

…and…

```
45 POKE 1,PEEK(1)OR4:POKE
56334,PEEK(56334)OR1.
```

You'll find a working version on the Power Pack. How's that for service with a smile (take my word for it – I'm smiling)? I'll be back to solve more problems next month.

GOT A PROBLEM?

"O, that this too, too, sullied flesh would melt,
thaw and resolve itself into a dew,
Or that the everlasting had not fixed his cannon
against self-slaughter,
O God, God, how, weary, stale, flat and
unprofitable seem to me all th uses of this world."

Lighten up, Hamlet. Don't cry in your Heineken. Pull yourself together, man. Ah, there's no helping some people. But if you need a C64 techie query resolved (but not into a dew) drop a line to Jason Finch here at Techie Tips, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Prof's SURGERY

Hey, listen up, kid – you take the old Prof's advice and he's gonna make you a starfield...

Have you ever looked up at the stars on a clear crisp night and wondered what lurks in the darkness of space? Have you ever pondered over what alien life-forms are doing? And where they're doing it, whatever they are? Well, after this month's column you'll be able to do all that wondering without running the risk of getting a crick in your neck, because this month we'll be dealing with creating starfields. Oh, and because it is loosely related, I'll be showing you how the Apex Boyz managed that rather sexy snowfield on one of *Creature 2's* torture screens.

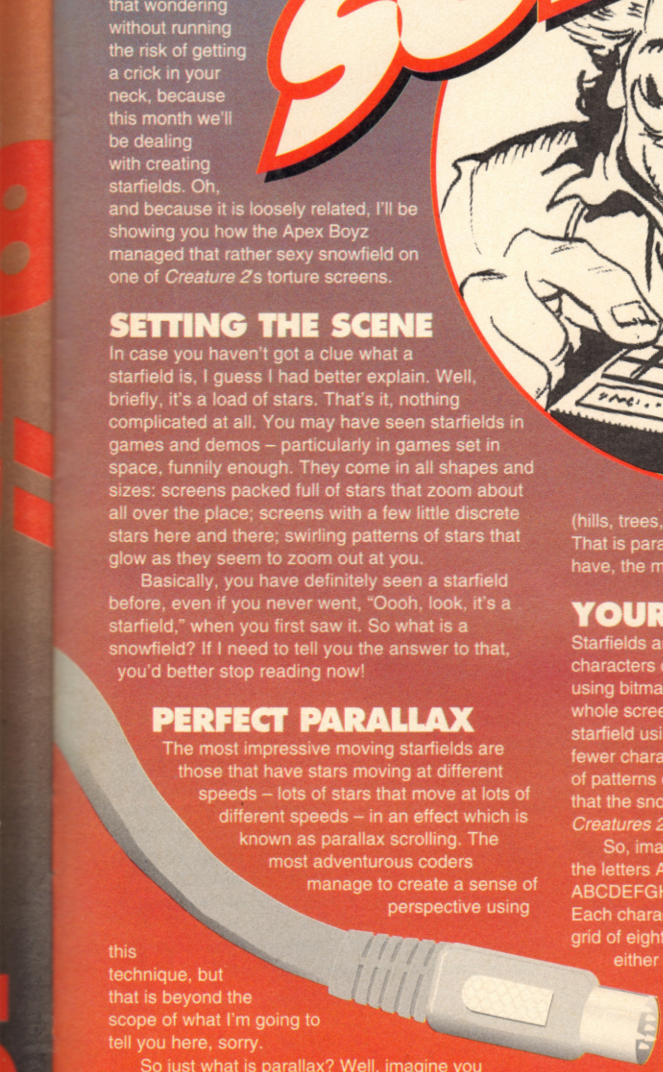
SETTING THE SCENE

In case you haven't got a clue what a starfield is, I guess I had better explain. Well, briefly, it's a load of stars. That's it, nothing complicated at all. You may have seen starfields in games and demos – particularly in games set in space, funnily enough. They come in all shapes and sizes: screens packed full of stars that zoom about all over the place; screens with a few little discrete stars here and there; swirling patterns of stars that glow as they seem to zoom out at you.

Basically, you have definitely seen a starfield before, even if you never went, "Oooh, look, it's a starfield," when you first saw it. So what is a snowfield? If I need to tell you the answer to that, you'd better stop reading now!

PERFECT PARALLAX

The most impressive moving starfields are those that have stars moving at different speeds – lots of stars that move at lots of different speeds – in an effect which is known as parallax scrolling. The most adventurous coders manage to create a sense of perspective using this technique, but that is beyond the scope of what I'm going to tell you here, sorry.



So just what is parallax? Well, imagine you are zooming through the countryside on a train. You look out of the window and see that the bushes next to the track seem to be whizzing by dead fast (actually it's just you that's going dead fast, but I'll assume you've grasped that concept), the fields beyond them go a bit slower and the things that are way off in the distance (hills, trees, Sherman tanks, etc) go even slower still. That is parallax. The more levels of parallax you have, the more convincing the effect is.

YOUR FIRST STARFIELD

Starfields are created using either user-defined characters or, if you feel like being cruel to yourself, using bitmapped graphics. They may appear to fill a whole screen, but you can make a pretty spiffy starfield using only, say, 16 different characters. The fewer characters you have, the more you are aware of patterns of stars on the screen. Would you believe that the snowfield used by the Apex Boyz in *Creatures 2* uses only 22 characters?

So, imagine you have changed the definition of the letters A to P so that when you type ABCDEFGHIJKLMNOP all you get is a load of dots. Each character square on the C64 is made up of a grid of eight by eight pixels – or dots – which are either lit or switched off. You liberally sprinkle a few lit pixels through these 16 character definitions. Then you just bung a load end-to-end so that you start off on the left of the screen with ABCDE... and carry on repeating, going ...MNOPABC... all the way from left to right, from top to bottom. You'll now have a whole screen full of dots.

Using a nifty piece of machine code you can scroll just what is in those characters to, say, the left,. This is the equivalent of rolling a sprite left using *FROST* (the excellent sprite editor program that was on CF32's covertape), only we're doing it with characters. If you move certain lines of those characters more often than others, then some of the stars move faster. If you put some colour behind these redefined characters, the stars will appear to change colour as they move across the screen. That's how the most simple of starfields are achieved – they're just a few characters, repeated across and down the screen in different colours. Set off a piece of code to roll the definitions round and, hey presto – you're there.

BLUE PETER STARS

Well, in the true tradition of it all, on the Power Pack is one I made earlier. Load up the Techie Tips Proggy Selector and choose, *Prof's Simple Star Field.* Enter RUN to get it going. There will be a short pause while it reads in the machine code, and then the screen will start to fill with characters of different colours. The colours are actually cycled from dark grey up to white and then back to dark grey; this will make the stars appear to glow. The characters themselves have screen codes 240 to 255 and are the keyboard graphics. The machine code redefines them into a load of dots and that's why you see a quick transformation from a screen of junk into a screen of three-level parallax stars at the end. Lines 15-50 of the Basic program fill the screen with the characters, line 60 starts off the movement and the DATA in line 129 represents the colours. Change it to 129 DATA 0,0,0,1,0,0,0,1 for a twinkling effect.

IT'S SNOW PROBLEM

The type of starfield I've described up to now is what I would call dumb. The code that drives it simply rolls a few character definitions and has no idea what's going on; it's not at one with the concept of stars. You can improve it by keeping track of each star and moving it individually, possibly animating it and getting some stars larger than others. That's effectively what the Apex Boyz did to get that snowfield. The snow goes down, whereas the stars go across. Also in the *Proggy Selector* is the code used by the Apex Boyz to produce that wonderful snowfield in *Creatures 2* – you'll see how the screen is first filled with characters which are redefined later, in exactly the same way as with my simple starfield.

The difference is that the snowfield has animation and different-sized flakes. We'll leave the machine code version of the snowfield alone because it just shows you the effect, it doesn't explain how it's done. I've produced a Basic version of the code which is also in the *Proggy Selector*, check that out. It's slow, but it shows you how the effect is produced, and you'll be able to see the repeated flakes across the screen more easily. It's also fully REMmed so you can keep track of the stages.

NEXT MUNF

In CF45 we're going to be looking at raster interrupts – how you produce them, why they work and what you can do with them.

Who says cheats never win? That's cobbler's frankly. Cheats who make use of Andy Robert's Gamebusters in CF every month are no losers...

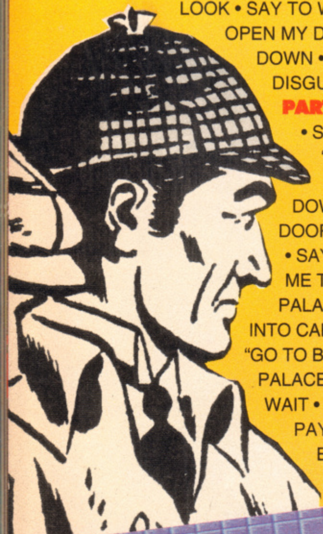
GAMEBUSTERS

SHERLOCK (MELBOURNE HOUSE)

How old? This classic adventure has had me stumped for many years, but now my sanity is restored thanks to Neil Graham's modestly excellent solution.

PART 1: OPEN PLAIN DOOR • NORTH • TAKE CHINAMAN'S DISGUISE • SOUTH • SAY TO WATSON, “HELLO’ • WEAR DISGUISE • LOOK • SAY TO WATSON, “HELLO” • OPEN MY DOOR • WEST • DOWN • TAKE OFF DISGUISE • UP • EAST.

PART 2: OPEN MY DOOR • SAY TO WATSON, “COME WITH ME’ • WEST • WAIT • DOWN • OPEN FRONT DOOR • SOUTH • HAIL CAB • SAY TO CABBIE, “TAKE ME TO BUCKINGHAM PALACE ROAD” • CLIMB INTO CAB • SAY TO CABBIE, “GO TO BUCKINGHAM PALACE ROAD” • WAIT • WAIT • WAIT • CLIMB OUT • PAY 1/- TO CABBIE • EAST • EAST • EAST • WAIT • GET INTO TRAIN • WAIT • WAIT • LOOK • LOOK • GET OUT OF TRAIN • NE.



Alien Smash during its blue period.

PART 3: TAKE LAMP • SIT IN MY ARMCHAIR • WAIT UNTIL 8:20 • GET OUT OF MY ARMCHAIR • OPEN MY DOOR • WEST • DOWN • OPEN FRONT DOOR • SOUTH • HAIL AND GET INTO CAB • SAY TO CABBIE, “GO TO KING'S CROSS ROAD” • WAIT • WAIT • WAIT • PAY CABBIE 6D • CLIMB OUT OF CAB • NE • NE • NE • NE • WAIT UNTIL 9:15 • GET INTO TRAIN • WAIT UNTIL 10:30 • GET OUT OF TRAIN • SOUTH • WAIT.

The Chrome Brothers, or is it Snakes and ladders?

PART 4: OPEN MY DOOR • WEST • DOWN • OPEN FRONT DOOR • SOUTH • HAIL CAB • CLIMB INTO CAB • SAY TO CABBIE, "GO TO KING'S CROSS ROAD" • WAIT • WAIT • WAIT • CLIMB OUT • NE • NE • NE • NE • SAY TO LESTRADE, "DAPHNE IS GUILTY" • SAY TO LESTRADE, "BASIL IS INNOCENT" • SAY TO LESTRADE, "BASIL KILLED MRS JONES" • WAIT UNTIL 9:15 • CLIMB INTO TRAIN • WAIT UNTIL 10:30 • CLIMB OUT OF TRAIN • SOUTH • SOUTH • WEST • SOUTH • SOUTH • OPEN LARGE DOOR • SOUTH • OPEN HEAVY DOOR • EAST • OPEN DINING ROOM DOOR • SOUTH • OPEN PLAIN DOOR • WEST • SAY TO COOK, "TELL ME WHAT HAPPENED.

CHROME BROS, ALIEN SMASH & FIRE EAGLE

(POWERPACK 42)

Here's a handy trick to use if you own an Action Replay cartridge. Load up the game, press fire to start, then press the freeze button. Now press 'K', followed by 'C', and you can restart the game (using F3) with no collision detection. This trick will also work on any *SEUCK* game you care to mention (because we'd rather not).

ALIENS

(RICOCHET)

Yes, I know we've printed tips and maps for this game before (in *CF*17), but Clive Haines from Evesham has even more advice for any budding Ripleys out there. Take it away Clive...

First, to complete the game you need an infinite ammunition cheat – it's impossible otherwise. It's also a good idea to make a map as you progress.

Starting from Room 1, go 3 rooms EAST to arrive in room 4, then 2 NORTH, 1 EAST, 2 NORTH, 3 EAST, 1 NORTH, 2 EAST, 1 SOUTH, 3 EAST, 2 SOUTH, 1 EAST, 2 SOUTH, 4 EAST. You should now be in Room 72. Go 2 NORTH, 1 EAST, 2 NORTH, 1 EAST, 1 NORTH, 2 EAST, 1 NORTH, 4 EAST, 1 SOUTH, 2 EAST, 1 SOUTH, 1 EAST, 2 SOUTH, 1 EAST, 2 SOUTH, 4 EAST. You should now be in Room 187. Now go 2 NORTH, 3 EAST, 2 SOUTH to arrive in Room 239.

Go 1 EAST, 1 NORTH, 1 EAST, 1 NORTH. You are now in Room 227, so head 1 EAST, 2 SOUTH and 2 EAST to arrive in Room 248. Once inside the Queen's Chamber, kill the queen. When all remaining team members arrive a message from the company appears, informing you that 'to complete the mission you must head back to the APC', this being Room 1.

Once your team is back in Room 1, the game is complete, and the company rates your score and suggests that you go back some day (as if). The main problem occurs when the power's cut, but if you own an Action Replay there's a way around it. When the lights go out, freeze the game and press 'T' to select EDIT SCREEN. Use the cursor keys/space bar to fill in the monitor's viewpoint. When you restart the game, it will appear as though the lights are on, but this will return to normal when you switch to another character or another attack wave begins. So, in fact, it's possible to complete *Aliens* even if you just go directly to the Queen. Stay Frosty!

ACTION REPLAY POKES

More cute, cuddly, heart-melting Action Replay POKES, delivered in fine style by Warren 'WAZ' Pilkington. To use them, freeze the game, press 'E' to enter the POKEs, then hit 'F3' to restart.

CHROME BROS, ALIEN SMASH & FIRE EAGLE

POKE 19305,142
POKE 20089,142 - Infinite lives

STORMLORD

POKE 23858,173 - Infinite lives
POKE 1877,60
POKE 1878,7 - Infinite time

DELIVERANCE (PART 1)

POKE 42339,173 - Infinite lives
POKE 19139,189 - Infinite ammo

DELIVERANCE (PART 2)

POKE 43700,173 - Infinite lives
POKE 19061,189 - Infinite ammo

DELIVERANCE (PT 3)

POKE 42757,173 – Infinite lives
POKE 39698,189 – Infinite ammo

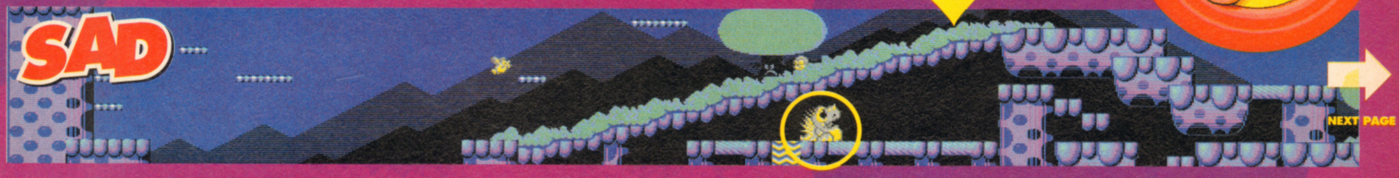
Amazing but true: the main sprite in Stormlord was modelled on Jon Bon Jovi.

LOTS OF LOLLY

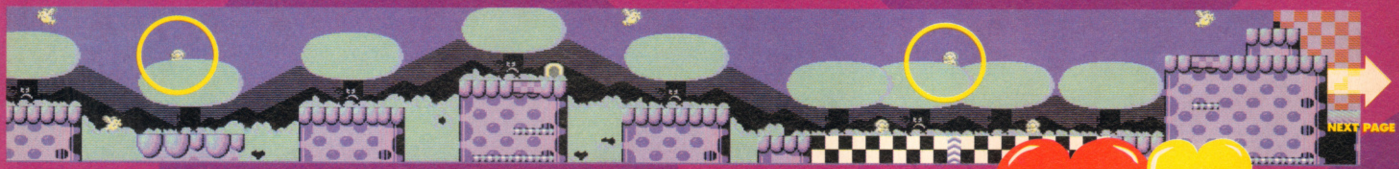
We reward the sender of the month's best tips, maps, solutions, Action Replay POKES or general gameplaying advice with a smart £20 software voucher. So post your goodies to: Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Don't forget to include your name and address, along with any spare tickets for the Cup Final.

MAYHEM

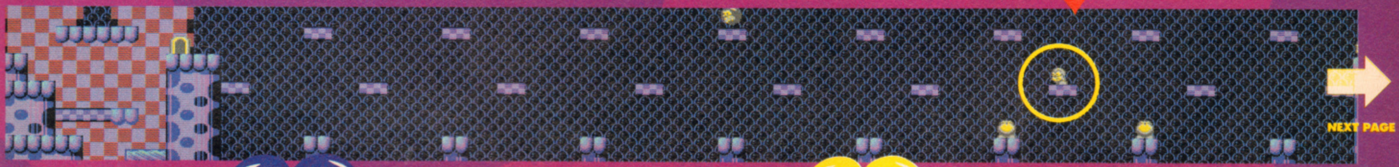
SPOTTYLAND

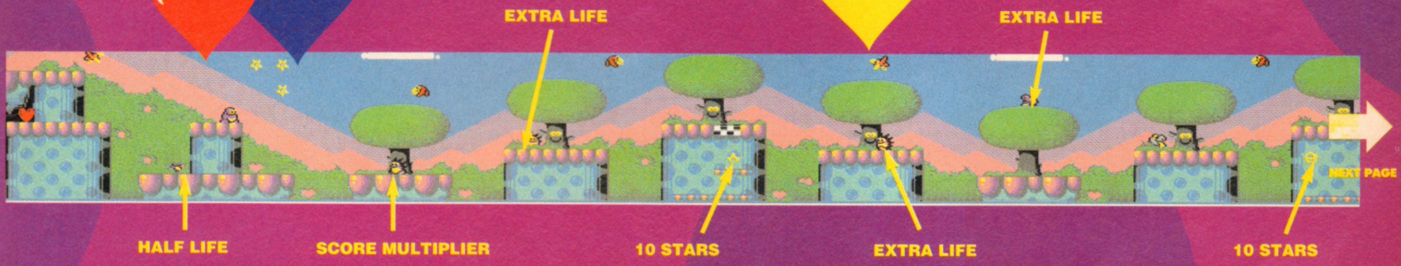

SAD
NEXT PAGE

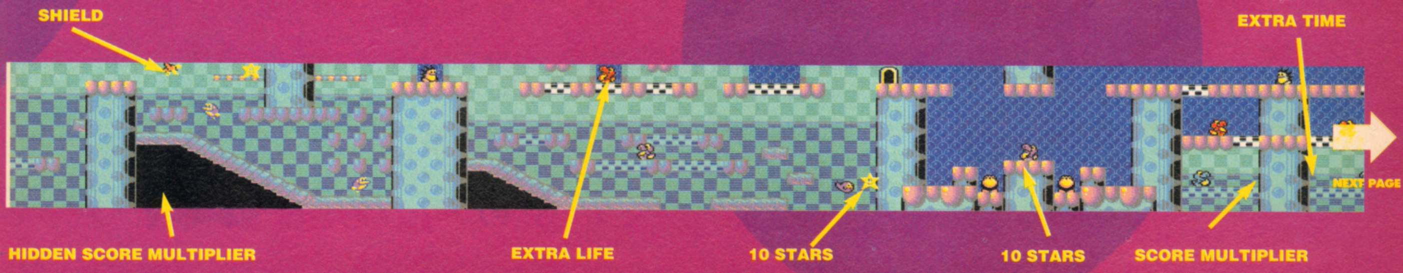
SPOTTYLAND STAGE 3 TIME LIMIT: 250 DUST QUOTA: 15 STAR QUOTA: 159



○ **RINGED MONSTERS LEAVE BEHIND MAGIC DUST**




EXTRA LIFE
EXTRA LIFE
NEXT PAGE
HALF LIFE
SCORE MULTIPLIER
10 STARS
EXTRA LIFE
10 STARS


SHIELD
EXTRA TIME
NEXT PAGE
HIDDEN SCORE MULTIPLIER
EXTRA LIFE
10 STARS
10 STARS
SCORE MULTIPLIER

CAST OF MONSTERS

DINO – A very common monster in Spottyland, and the Dinos here have learned to jump, spit and move with immense speed.

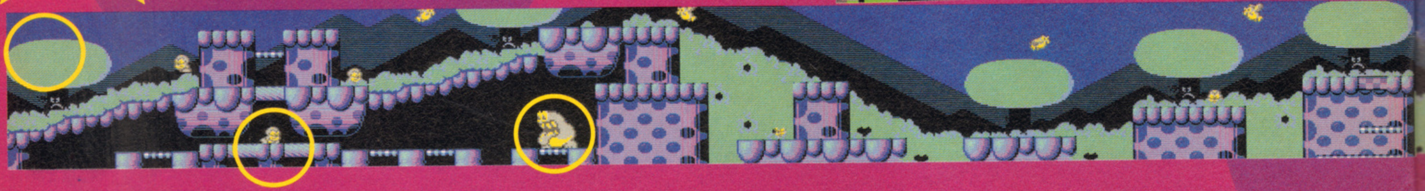
PADDLER – A rather placid little creature, which is only naturally found in the water sections. He moves quite slowly, and is easily avoided.

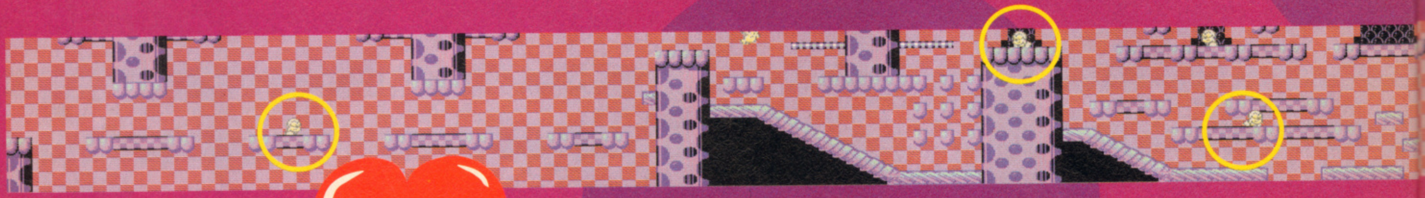
FLAMEs – These only makes an appearance on Spottyland, which is a good thing, as they roam around life-saving platforms causing havoc.

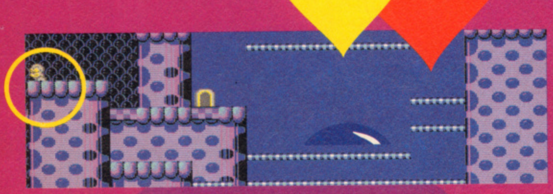
BEAKYDACTYL – Similar to the flapodactyl found on the previous levels, this one moves swiftly in the most awkward of places.

BLURP – A much more formidable opponent than his little brother, and thankfully only appears once throughout the entire game. He fires lethal bullets which must be avoided at all cost.

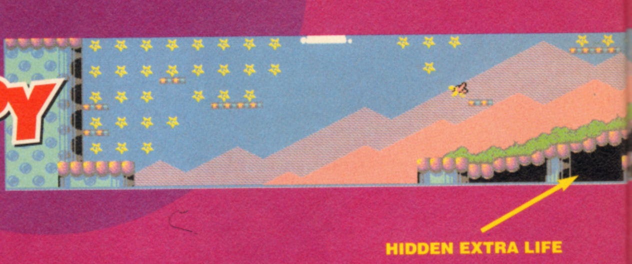
CANNONBALL – This is indestructible on this level, and can be found bouncing around towards the far right. Jumping over it is the safest bet, as it really can move when it wants to.

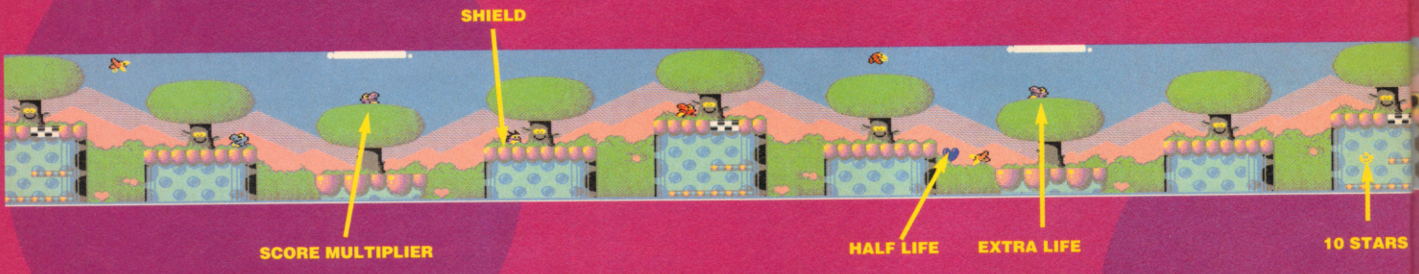


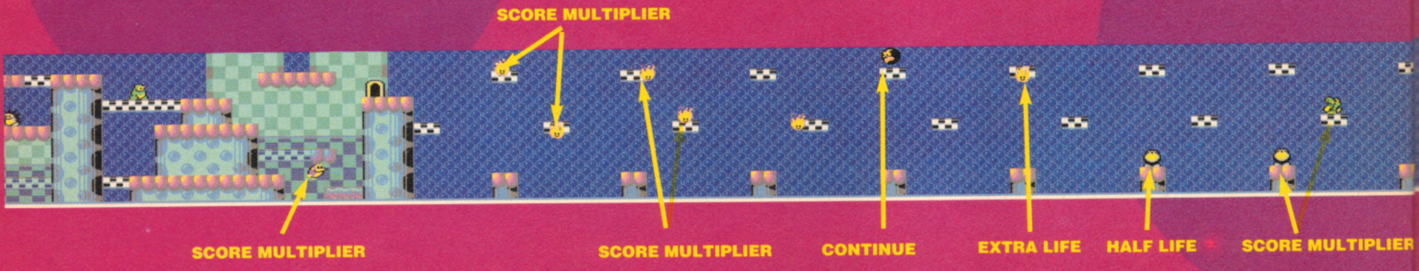




HAPPY


HIDDEN EXTRA LIFE


SHIELD
SCORE MULTIPLIER
HALF LIFE
EXTRA LIFE
10 STARS


SCORE MULTIPLIER
SCORE MULTIPLIER
SCORE MULTIPLIER
CONTINUE
EXTRA LIFE
HALF LIFE
SCORE MULTIPLIER

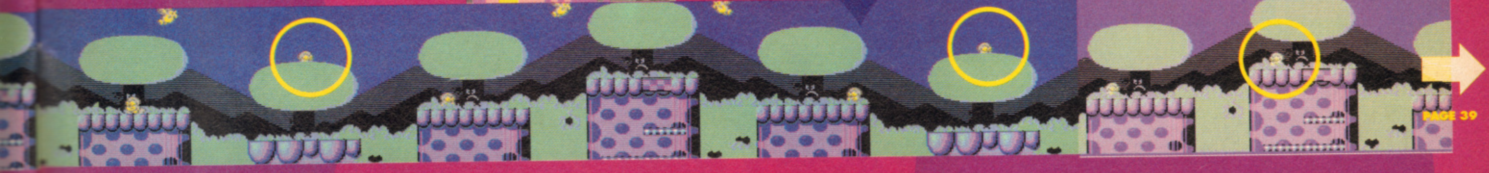
LEAPER FISH – These are very tricky to get past, as Mayhem will bounce straight back off if he charges into them. The best method is to observe their timing, then swim for it.

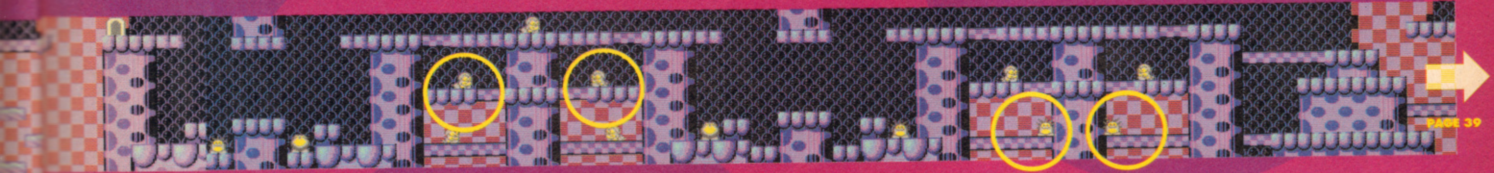
LITTLE FISHY – This only appears once during the level, and is more of a help than a hindrance... bounce on him to collect a 10-star bonus.

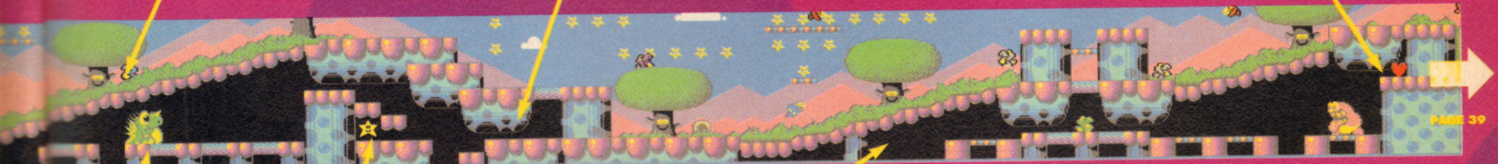
HOPPER – Similar to its earlier incarnations, he hops (oddly enough), leaps and jumps around like Dave does when the electric bill arrives.

INFLATOR – These inflate and so can be bounced on for an extra high jump. They are essential in certain areas of the level, so try not to kill any if you collect a shield, as you'll probably end up cutting yourself off from a large part of the level, and this is not a very good thing, no it's not.

DRAGOSAURUS – Found in the caves to the left of the level, this bullet-bombarding beast (even if it isn't, it's still a pretty nifty bit of alliteration) guards a rather special bonus. Ducking under his bullets is the key to survival, as there aren't any other ways to avoid them.






SCORE MULTIPLIER
HIDDEN SCORE MULTIPLIER
EXTRA LIFE
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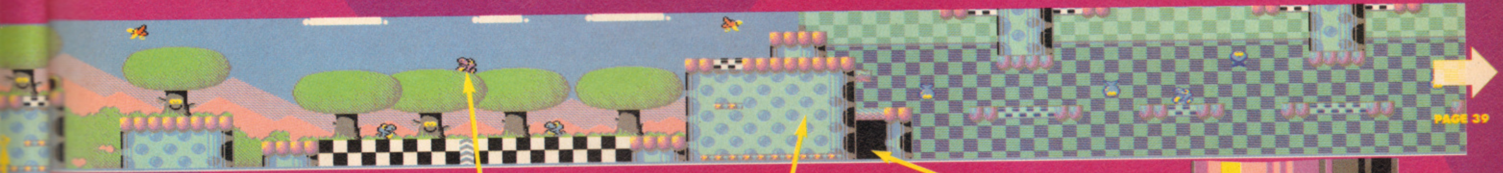
SHIELD
10 STARS
HIDDEN EXTRA LIFE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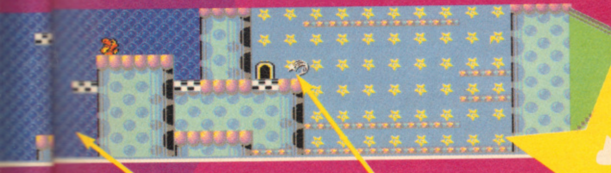
SCORE MULTIPLIER
HIDDEN CONTINUE
HIDDEN EXTRA LIFE


PLIER
HIDDEN CONTINUE
HIDDEN CONTINUE

FOLLOWING THE MAPS

This month the *Mayhem In Monsterland* maps are laid out slightly differently to normal. What you do is start with the Sad map at the top of page 39. When you come to the end of that section of the map turn the page and the map continues along the top strip on pages 40 and 41. When you reach the end of that top strip, you turn back to page 39 and the map continues on the second strip down. And so on, as they say. More *Mayhem* mappery next month.

FUTURE KNIGHT

PART 2

It's the second (and final) part of our gargantuan players' guide, allowing even the most incompetent do-gooders to reach the fair maiden at the end of the game. 'Nuff said, here's Andy Roberts and Richard Beckett.

At the end of last month's solution, you should have emerged into a forest. If you've been waiting there for the last four weeks, well that's a bit sad really. Try and be a bit more adventurous next time. You don't get anywhere in life without taking risks (and what's the point in buying games if you aren't going to at least try to do them yourself?). Nope, the solution this month is dedicated only to those who have valiantly attempted to do the game themselves but failed. Hold your heads high (but not quite as high as those who tried and succeeded).

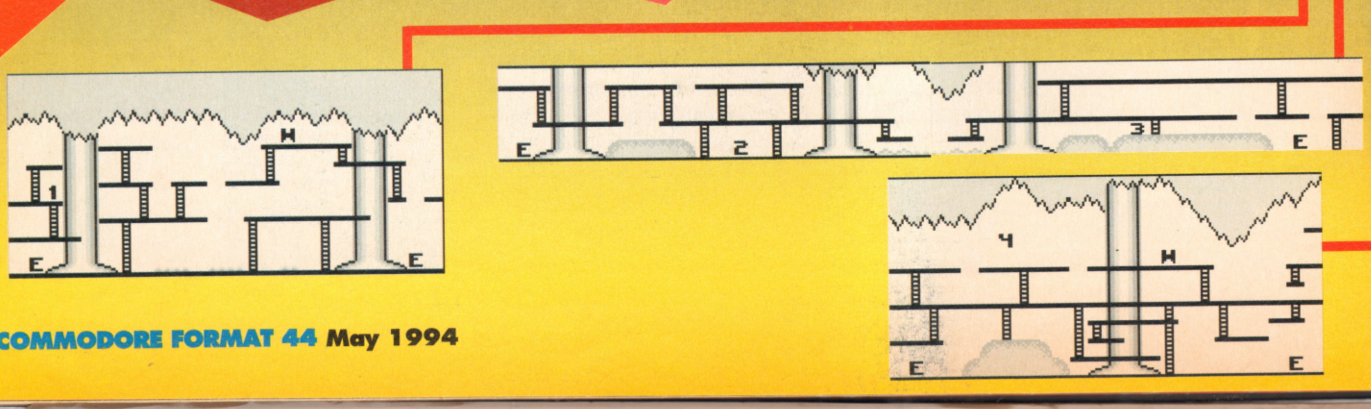
Anyway, on with the solution. Walk right a little and climb up the ladder, then make your way up and left to find the BRIDGE SPELL. Staying at the centre of the level, make your way to the far right and go into the exit there. When you appear in the next section, use the bridge spell (press SPACE) then head right until you find the FLASH BANG SPELL; collect it and use it immediately. Climb up the nearest ladder, then go right (making your way across the bridge you created earlier).

Once you have crossed the bridge, drop down to the bottom of the level, then continue right and collect the RELEASE SPELL. Now make haste to the right of the level where the exit awaits... what are you waiting for? Do I really need to tell you that you have to go through it? In the next section, simply make your way carefully to the far right and go into the exit (you may have to climb up and drop into the exit to avoid the guardian at the end). There is a SHORTENER SPELL to the top-left of the level (use it if you so desire), and a weapons box to the top-right.

After you have gone through the exit, you will emerge in the castle. Go into the exit at the right of the screen, then use the ladders in the next section to climb right to the top. Go right, drop down to the bottom, go right as far as possible, then head up again.

Once at the top, go right and drop down again to the exit at the bottom right – enter it. Climb up to the top of the section, make your way to the right, then drop down to the bottom-right exit (avoiding the guardian that lurks there). In the next section, fall straight down (be careful of the acid pits below) then go down the ladder to the right and into the exit. Go left, drop off the platform, then climb down the ladder and make your way to the left using the platforms below. When you can go left no further, make your way downwards, then head left to the exit – go in it to enter the final section (cue sinister music).

Go right up to the acid, then climb up and go back to the far left and swap the release spell with the DESTRUCT SPELL. Go back to the right, then carefully make your way over the water using the blocks above (this is extremely tricky, so plan your jumps precisely). Once across, use the destruct spell on the robot at the far right of the level to finish the tyrant for good. Now go back to the left and collect the release spell (jump over the water blocks using the same method as before, only in reverse). Now head back to the far-right of the section and use the release spell to rescue your girlie and complete the game. Hip Hop Hooray. Oh yeah, *Future Knight* was on CF41's covertape, just in case any really



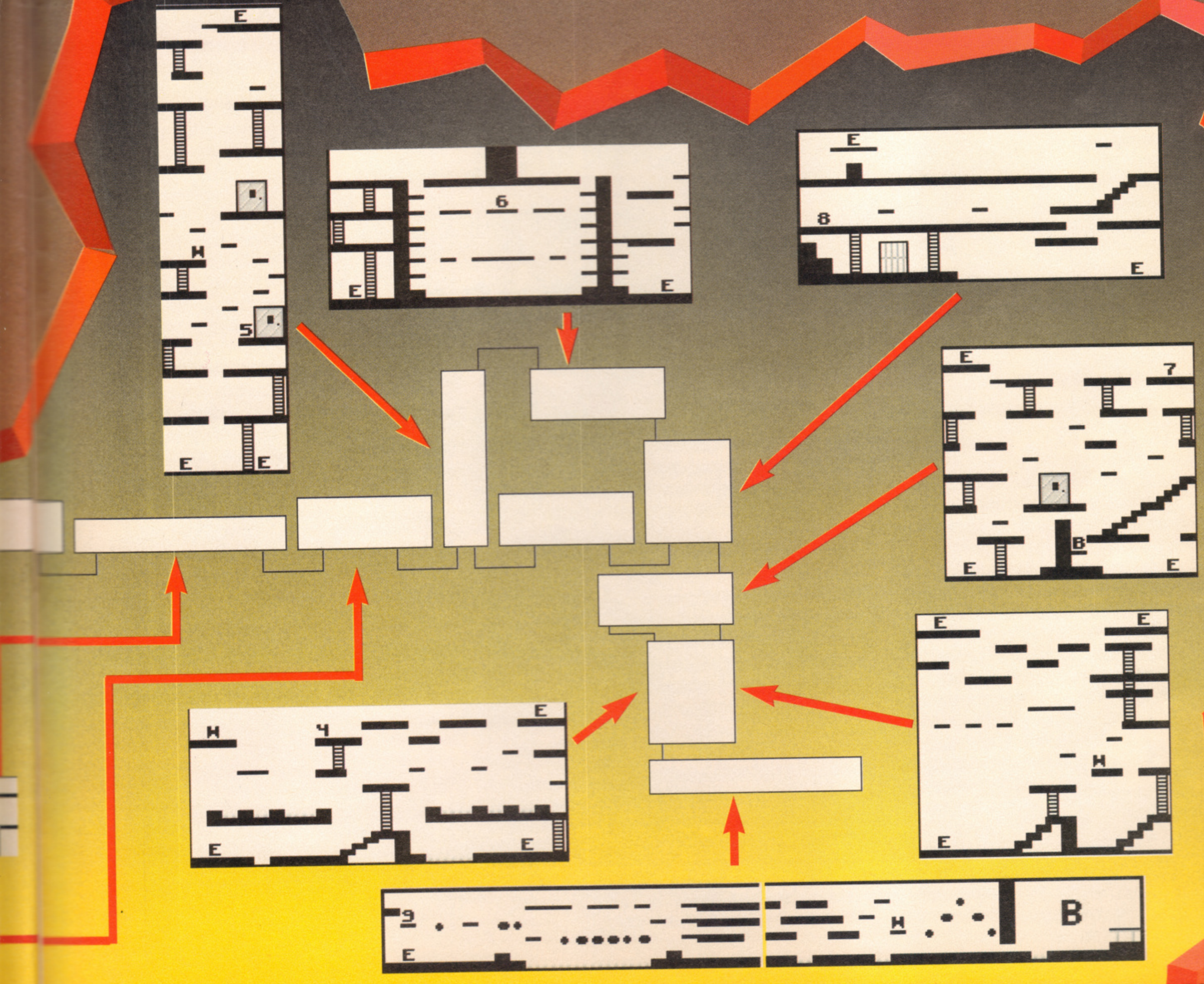
weird people who haven't actually got the game have been reading and enjoying this solution. Stranger things have happened.

SWASHBUCKLING TIPS

- During the game you can press the LEFT ARROW key to go back to the start of the section you're on, with an extra energy top-up. This can only be done twice per game.
- When collecting weapons, re-entering the weapons store allows you to change weapons again until you have the weapon you want.
- Sometimes objects will vanish as soon as they appear on the screen. If this happens, go off the screen then re-enter to bring it back.
- Likewise, moving platforms will not appear when the screen is full of aliens. Kill them, and the lift should magically appear. And that's yer lot.

FUTURE KNIGHT KEY

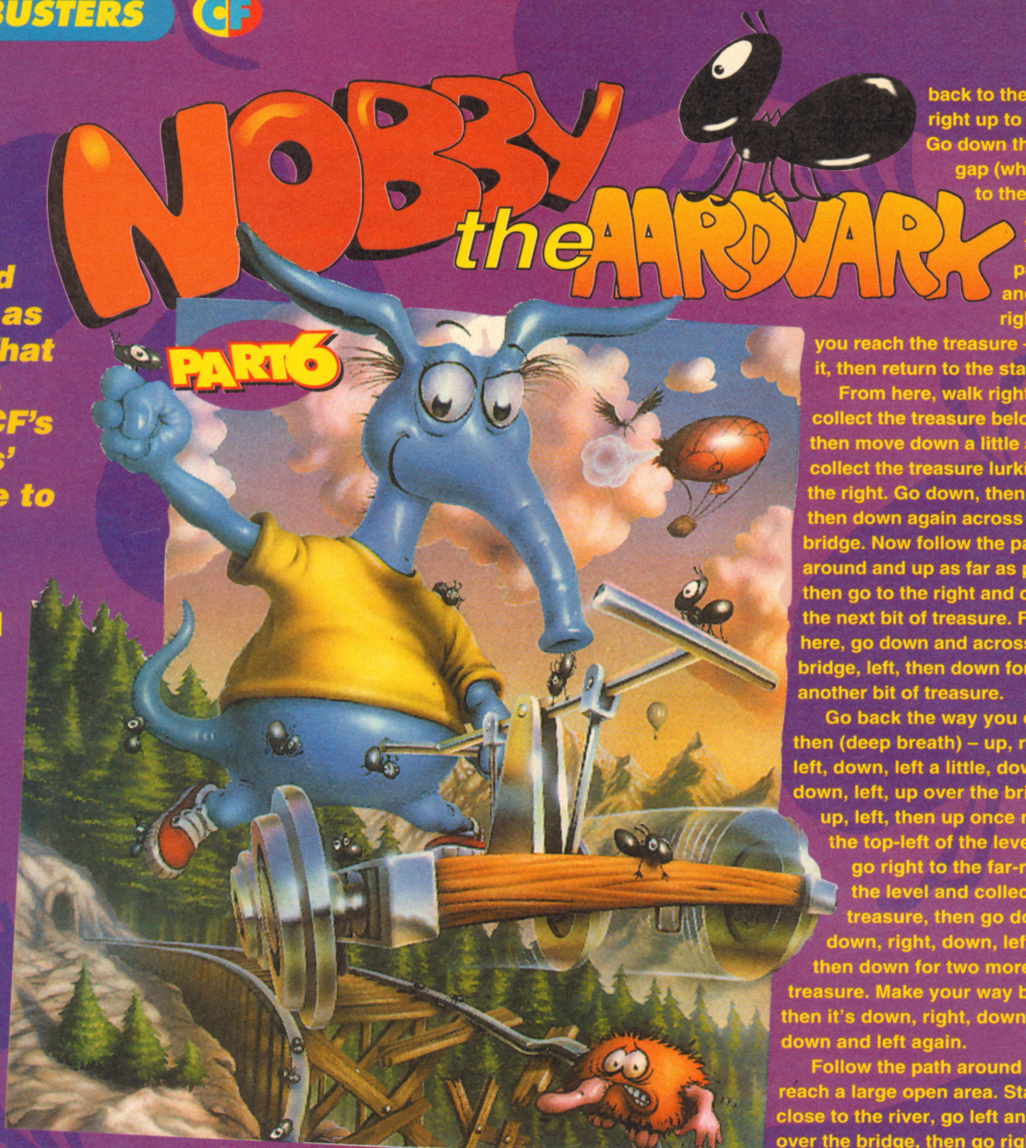
E - EXIT
H - WEAPONS
B - BIG BOSS
1 - BRIDGE SPELL
2 - FLASH BANG SPELL
3 - RELEASE SPELL
4 - SHORTENER SPELL
5 - BOMB
6 - CROSS
7 - CONFUSER UNIT
8 - PROTECTIVE GLOVE
9 - DESTRUCT SPELL



It's colossal, enormous, gargantuan, jumbo-sized, monumental, prodigious and almost as big as Dave's ego. What is it? Why, the sixth part of CF's Nobby players' guide. Prepare to be amazed.

NOBBY the AARDVARK

PART 6

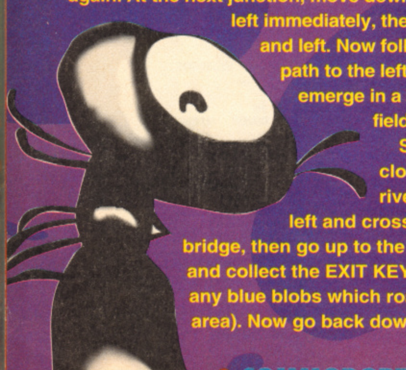


LEVEL 6: SPACE STATION LABYRINTH

This month's solution is a bit different, as it comes in two parts. The first part is for boring, safe game-players, who are just content to waddle their way through to the end of the game. But, if you have guts and determination, and you like to play games to the full (collecting each and every bonus), jump straight to NOBBY THE HERO. Cowards, however, should start reading here…

NOBBY YELLOW BELLIES

From the start: Go right, walk up to the top of the level, then head right and kill the first blue blob you meet. Continue right, ignore the path below and kill the next blue blob which appears. Now walk right, killing any blobs in your path, until you reach a path going down… go down it. Walk left, then go down and kill the blue blob. Go right at the bottom, avoiding the bomb-throwing chipmonk (*what else is new? – Ed*), then down again. At the next junction, move down and go left immediately, then down and left. Now follow the path to the left until you emerge in a large open field-type area. Staying close to the river, walk left and cross over the bridge, then go up to the top-left and collect the EXIT KEY (avoid any blue blobs which roam the area). Now go back down and cross the bridge, then walk straight down and through the gap at the bottom. Go left, follow the path up, then walk left and follow the path down and leftwards. At the 'corner', walk straight down, then make your way down and right to cross over the bridge. Now walk as far right as possible, move down, go right, then up as soon as you can and follow the path around to the exit.



It is actually possible to find your way to the exit by following the left-hand wall, but obviously you won't find the EXIT KEY required to leave the level. Life is cruel sometimes.

NOBBY THE HERO

From the start: Go straight down, then down over the bridge. Head right and collect the treasure. Go back to the left and right up to the start. Go down the second gap (which is just to the right) and follow the path down and to the right until you reach the treasure – collect it, then return to the start.

From here, walk right and collect the treasure below you, then move down a little and collect the treasure lurking just to the right. Go down, then right, then down again across the bridge. Now follow the path around and up as far as possible, then go to the right and collect the next bit of treasure. From here, go down and across the bridge, left, then down for yet another bit of treasure.

Go back the way you came and then (deep breath) – up, right, up, left, down, left a little, down, right, down, left, up over the bridge, left, up, left, then up once more to the top-left of the level. Now go right to the far-right of the level and collect the treasure, then go down, left, down, right, down, left, up, then down for two more bits of treasure. Make your way back up, then it's down, right, down, left, down and left again.

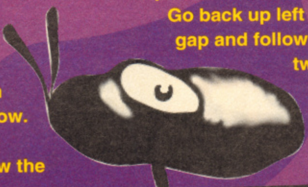
Follow the path around until you reach a large open area. Staying close to the river, go left and cross over the bridge, then go right (next to the river) and collect the treasure that you'll find there. Now head north-west to the top-left of the area and collect the diamonds and the EXIT KEY. Go down and

PUT POWER IN TO YOUR NOBBY

Here's the first of our Nobby cheats, cunningly crafted by Waz Pilkington (albeit for disk users only). Type it in, SAVE it, then RUN it for hods of lives, plus the ability to select your starting level. Cool or what?

```
0 REM NOBBY DISK CHEAT BY WAZ
1 FOR X=272 TO 331:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>6981 THEN PRINT "DATA ERROR":END
3 INPUT "ENTER LEVEL 2-8";A:IF A<2 OR A>8 THEN 3
4 POKE 315,(A*2)-1
5 PRINT CHR$(147);"INSERT DISK & PRESS A KEY"
6 POKE 198,0:WAIT 198,1:SYS 272
10 DATA 160,001,152,162,008,032,186,255
11 DATA 169,004,162,051,160,001,032,189
12 DATA 255,169,000,032,213,255,169,058
13 DATA 141,067,008,169,001,141,068,008
14 DATA 076,011,008,066,079,079,084,087
15 DATA 065,090,169,015,141,240,255,169
16 DATA 099,141,241,255,169,000,141,244
17 DATA 255,076,000,248
```

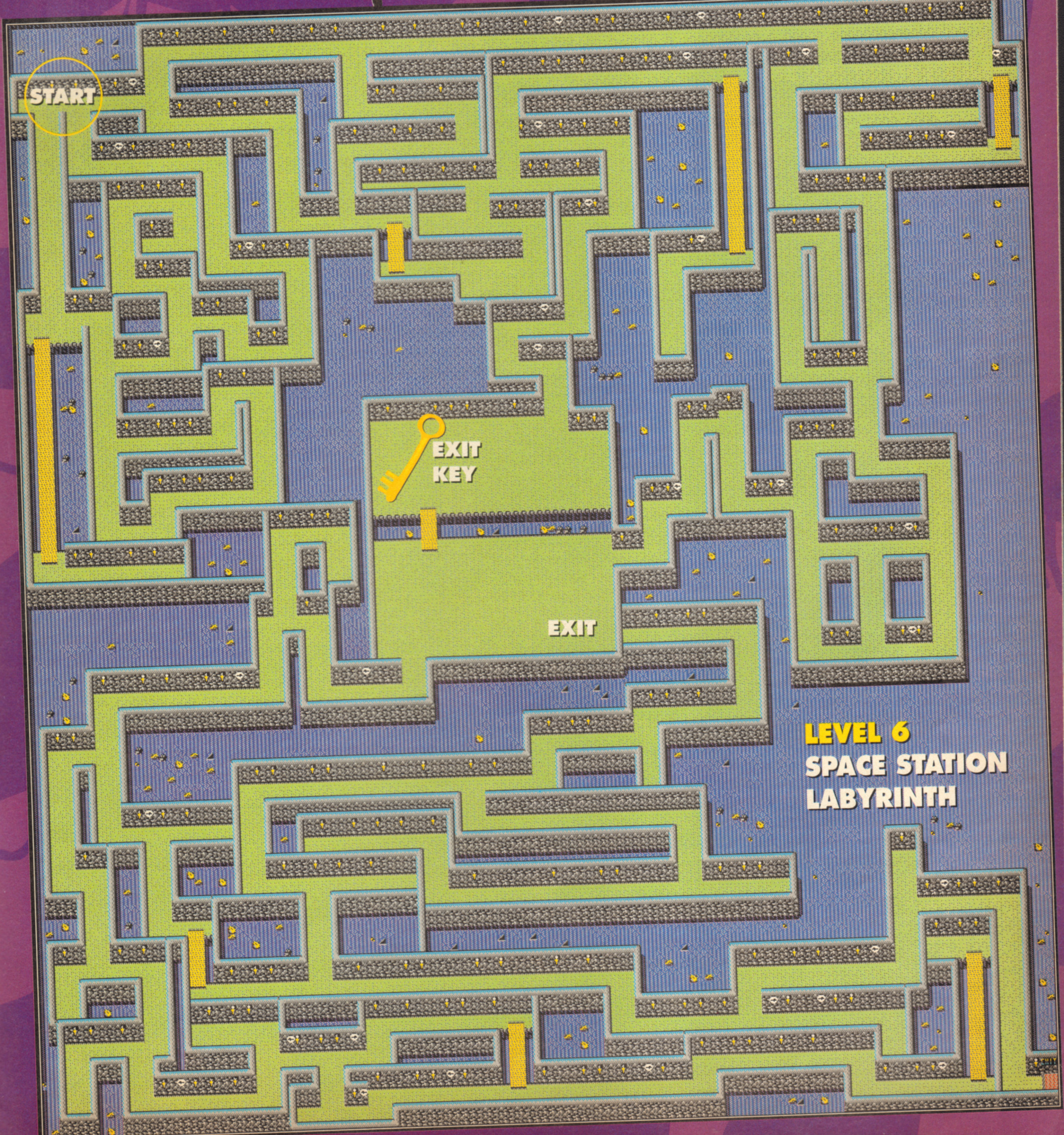
cross over the bridge, then straight down to the path at the bottom. Head left, up, left, down and collect the treasure (isn't this more fun than the boring old cowards' way of getting through the level?), then go left, down a little, left, then follow the path down and right to collect the treasure below. Go back to the left and up as far as possible, then head down and follow the path across the yellow bridge. Now go all the way to the right, then down and continue right. Nip down for the last bit of treasure.



Go back up left a little, then up through the gap and follow the path around to those two lovely diamonds... oh, and the exit of course. Job done, as they say (*who say? – Dave*). CF

NEXT MONTH

It's time to wave goodbye to our blue ant-eating chum, as we tackle the seventh and final level of the game – the abandoned ore mine, which is the only thing standing between our Nobby and insect-chomping ecstacy.



LISTOMANIA POKERAMA

It's a Powerpack special this month as Andy Roberts gives you all the pokes and listings you need to bust that game-packed CF42 covertape.

I been 'ere for ages and I still ain't got a lift.

DELIVERANCE

This listing for the stunning sequel to Rafaelle Cecco's classic *Stormlord* might be a tad on the long side, but it can be used on all three parts of the game (value for money – or rather typing effort – or what?). Simply type it in, SAVE it for future use, then RUN it and follow the on-screen prompts.

```
0 REM DELIVERANCE CHEAT BY WAZ
1 FOR X=520 TO 617:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=333 TO 378:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>17594 THEN PRINT "DATA ERROR":END
4 INPUT "WHICH PART 1-3";A:IF A<1 OR A>3
THEN 4
5 ON A GOTO 6,28,29
6 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 364,206
7 INPUT "INFINITE WEAPONS Y/N";B$:IF
B$="N" THEN POKE 369,222
8 POKE 157,128:SYS 520
10 DATA 032,044,247,160,017,140,064,003
11 DATA 136,140,062,003,032,108,245,169
12 DATA 032,141,233,016,169,061,141,234
13 DATA 016,169,002,141,235,016,162,157
14 DATA 189,158,016,157,158,002,202,208
15 DATA 247,169,166,141,020,003,169,002
16 DATA 141,021,003,208,254,141,013,220
17 DATA 072,169,032,141,240,003,169,082
18 DATA 141,241,003,169,002,141,242,003
19 DATA 104,096,169,104,133,236,169,147
20 DATA 133,237,169,134,133,238,096,169
21 DATA 080,141,136,161,169,001,141,137
22 DATA 161,096,087,065,090,169,001,141
23 DATA 032,208,032,161,170,206,032,208
24 DATA 169,076,141,000,192,169,107,141
25 DATA 001,192,169,001,141,002,192,096
26 DATA 169,173,141,099,165,169,189,141
27 DATA 195,074,120,169,053,076,003,192
28 POKE 366,180:POKE 367,170:POKE
371,117:GOTO 6
29 POKE 366,5:POKE 367,167:POKE
371,18:POKE 372,155:GOTO 6
```

CHROME BROS

How original... a game starring the T-1000 and his twin brother Dwane 600. Still, if you'd like infinite lives to play right through to the end, try this gorgeous listing POKE.

```
0 REM CHROME BROS CHEAT BY WAZ
1 FOR X=516 TO 554:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3962 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,087,065,090,169
6 DATA 032,141,013,010,169,002,141,014
7 DATA 010,076,230,003,169,142,141,235
8 DATA 058,141,251,061,076,013,008
```

Eye , eye, what's going on 'ere?

HR Geiger's interpretation of an optician's nightmare.

STORMLORD

A storming game by anybody's standards, and a ruddy impossible one too. If you can't wait for next month's players' guide, try out this listing for infinite lives and time for size .

```
0 REM STORMLORD CHEAT BY WAZ
1 FOR X=516 TO 561:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4393 THEN PRINT "DATA ERROR":END
4 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 545,206
5 INPUT "INFINITE TIME Y/N";B$:IF B$="N"
THEN POKE 550,79:POKE 555,93
6 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,173,141,048
14 DATA 088,169,060,141,141,013,169,007
15 DATA 141,142,013,076,027,008
```

ALIEN SMASH

If you fancy playing 'spot the APEX sprites', type in this listing and RUN it for an infinite supply of lives. Maybe this game should have been called Retro Clyde.

```
0 REM ALIEN SMASH
CHEAT BY WAZ
1 FOR X=516 TO
554:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3890 THEN PRINT
"DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,087,065,090,169
6 DATA 032,141,013,010,169,002,141,014
7 DATA 010,076,230,003,169,142,141,193
8 DATA 064,141,209,067,076,013,008
```

For mash get *Smash.*

FIRE EAGLE

The eagle, a proud and majestic bird of prey. Fire, a hot yellow-orange substance. Put them together and you have *Fire Eagle*, a vertically-scrolling shoot-'em-up. And introducing Panzoid: an infinite lives POKE.

```
0 REM FIRE EAGLE CHEAT BY WAZ
1 FOR X=516 TO 554:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3692 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,087,065,090,169
6 DATA 032,141,013,010,169,002,141,014
7 DATA 010,076,230,003,169,142,141,091
8 DATA 067,141,107,070,076,013,008
```

NOT POWERPACK

SIM CITY (DISK VERSION)

Not quite sure what this listing does, but if you have a disk drive and a copy of this classic game, mix them together in a bowl along with this listing, then bake in a moderate C64 for an hour or two.

```
0 REM SIM CITY DISK CHEAT BY WAZ
1 FOR X=16166 TO 16203:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>4430 THEN PRINT "DATA
ERROR":END
3 PRINT CHR$(147);"INSERT DISK &
PRESS A KEY"
4 POKE 198,0:WAIT 198,1:SYS
16166:LOAD"SC",8,1
5 DATA 120,169,063,141,021,003,088,096
6 DATA 087,065,090,169,062,141,185,008
7 DATA 169,063,141,186,008,076,049,234
8 DATA 162,000,138,157,205,194,232,224
9 DATA 024,208,248,076,000,128
```

STAR PAWS

This '*Road Runner* on the moon' game is one of my particular favourites. If you're a keen Pawstrong fan too, here's a listing just for you.

```
0 REM STARPAWS CHEAT
1 FOR X=10497 TO 10526:READ
Y:C=C+Y:POKE X,Y:NEXT
2 FOR X=512 TO 519:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>3988 THEN PRINT "DATA
ERROR":END
4 SYS 10505
5 DATA 169,002,141,005,084,076,001,082
6 DATA 198,157,169,000,162,001,168,032
7 DATA 186,255,032,189,255,032,213,255
8 DATA 078,215,008,076,032,008,169,096
9 DATA 141,186,023,076,000,016
```

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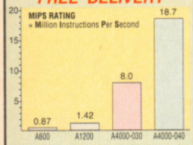

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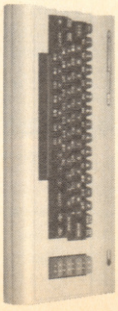

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CF24 Power Pack games: *Famous Five.* Demos: *Ugh!, Cool Croc Twins, Match of the Day, Fuzzball* (never released). Reviews: *Mega Sports, Ugh!, Elvira 2, Hagar The Horrible, Nobby The Aardvark.* Gamebusters: *Space Crusade.* Specials: Getting the most out of your datassette (a popular one this), Typing in listings.

CF25 Extra covertape: *Saracen Paint.* Power Pack games: *John Lowe's Darts. Demos: Slicks, Hagar.* Reviews: *Hook, Match of the Day, Bangers and Mash, Count Duckula 2, Frankenstein, Slicks.* Gamebusters: *Space Crusade, DJ Puff, Vendetta.*

CF26 Power Pack games: *Twin Tiger, Cosmic Causeway, Bomber.* Demos: *Stuntman Seymour, Doc Croc.* Reviews: *Stuntman Seymour, Super All-Stars, Boxing Manager 2, Popeye 3.* Gamebusters: *Space Crusade, DJ Puff.* Specials: First installment of Let's Make a Monster.

CF27 Power Pack games: *Deflektor, Alternative World Games, The Muncher.* Demo: *Sceptre of Baghdad.* Reviews: *Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Locomotion.* Gamebusters: 13-page *Creatures 2* special.

CF28 Power Pack games: *First Strike, Fifth Gear.* Demos: *Locomotion, Reckless Rufus, Nick Faldo's Championship Golf.* Reviews: *International Tennis, Cool World, Nick Faldo's Golf, Paint and Create.* Gamebusters: *Spellbound Dizzy, Famous Five.*

CF29 Power Pack games: *Herobotix, Battleships, Highway Encounter.* Demo: *Carnage.* Gamebusters: *Winter Camp, Spellbound Dizzy, Batman – The Caped Crusader.* Reviews: *WWF European Rampage, Sceptre of Baghdad, Playdays, Magic Rufus, Dalek Attack, Street Fighter 2, Superstar Seymour, Lethal Weapon.*

CF30 Power Pack games: *Slayer, Rebounder, Daedalus, Blackjack 21.* Gamebusters: *Creatures, Reckless Rufus, Winter Camp.* Reviews: *Carnage, Gladiators, Football Manager 3, Spelling Fair.* Specials: Writing good *SEUCK* games.

CF31 Power Pack games: *Cauldron 2, Snare, Subterranea, Monster Mash.* Demo: *Arnie 2.* Gamebusters: *Stuntman Seymour, Dalek Attack, Crystal Kingdom Dizzy.* Reviews: *McDonaldland, Table Tennis, Snare.* Specials: Football management sims.

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CF33 Power Pack games: *Snackman, ATA, Water Polo, Corya 2.* Gamebusters: *Lethal Weapon, Thrust.* Reviews: *Sleepwalker, Robin Hood, WWF, Robocod, Darkman, 4-Most World Sports.*

CF34 Power Pack games: *Arac, Corya 3, Shellshock.* Gamebusters: *Lethal Weapon, The Simpsons. Argon Factor, Addams Family, Liverpool.* 24-page special: The best C64 games.

CF35 Power Pack games: *Space Academy, Hallax.* Demo: *Lemmings.* Gamebusters: *Last Ninja 1,2 & 3.* Reviews: *Suburban Commando, Pirates, Mercs, Turbocharge.* Specials: The 64SX, Ultimate Beat-'Em-Up.

CF36 Power Pack games: *Starray, Squibbly Skwob.* Demos: *Suburban Commando, Breakthrough.* Gamebusters: *The Simpsons, Carnage, Street Fighter 2, Lethal Weapon, Cool World.* Review: *Bee 52.* Specials: Ultimate Flight Sim, Inside Your C64.

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CF39 Power Pack games: *Freddy Hardest Part 2, Deep Strike, Curse Of Volcan, Robber.* Gamebusters: *The Simpsons* (yawn), *Nebulus, Suburban Commando, Castle Master, Street Fighter 2, Nobby The Aardvark, Nighshift.* Reviews: *Lemmings.* Specials: The Apex Boyz show you how to design games.

CF40 Power Pack games: *Jocky Wilson's Darts, IO, Interword.* Gamebusters: *Mayhem, Suburban Commando.* Specials: Microdrives.

CF41 Power Pack games: *Future Knight, Vengeance.* Gamebusters: *Dizzy, Nobby The Aardvark, Mayhem, Volcan.* Specials: Essential EDOS – loadsareviews.

CF42 Power Pack games: *Stormlord, Deliverance.* Gamebusters: *Dizzy, Prince of the Yolk Folk, IO, Seymour Goes To Hollywood, Nobby The Aardvark, Sceptre of Baghdad.* Special: The best and worse games ever.

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When we said there's a games explosion happening on the C64 on this month's cover we weren't exaggerating, and even though we've reached the end of the magazine the shockwaves continue. Y'see we got an interesting phone call from a David Simmons who is apparently the head of C64 developments for an Australian company called System 3. He told us that the company had a number of games in development including *Flimbo's Quest*, *IK3* and *Turrican 3*. It sounded a bit strange to us but he left a number we could reach him on.

Unfortunately, when I rang back a couple of days later to get some more info (and to check to see if it was all some practical joke) the number was unobtainable. But a quick check with international directory enquiries revealed that a computer company called System 3 did indeed exist but with a different phone number. But this number was also unobtainable.

But if this information is kosher it is extremely important and exciting news. So if anyone knows how we can get in touch with System 3, please let us know.

CF45

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CF44
May 1994

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ABC 25,063 Jan-June 1993
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